STARGRUNT II

Science Fiction Combat Rules

for 25mm Miniatures

an FMA System™ Game

Jon Tuffley

GROUND ZERO GAMES

CONTENTS

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1 INTRODUCTION

Sergeant Thrasher is moving cautiously through the brush with his leading squad; Private Funk is on point (for the third day running, something to do with what happened to the Officers' latrines....), behind him are Thrasher, four more riflemen and the squad machinegunner. Suddenly a little amber light flashes in Funk's HUD visor, centred on a clump of rocks and bushes to his right; at the same time he hears the chatter of an automatic weapon, and dives flat. There are yells and curses over the squad comm, and a single short scream. Thrasher's voice overrides the babble on the comm: "Squad, target! Designate green – range two hundred – free fire!"

Funk peers up over a nice large rock he has found, and his HUD gives him a green flasher where the Sergeant is designating the target point. He hears Anderson let rip with the SAW from somewhere behind him, along with sporadic shots from the rest of the squad; realising that no-one (especially Thrasher) can see him, he slides down behind the rock again – no point in letting the Euries know where he is by shooting at them....

The enemy fire seems to have stopped. Someone is yelling over the comm: "Shit, Sarge - Harry's copped one, we need a C-Vac for Chrissake....."

Grunts, Squaddies, Pongoes, Footsloggers, call 'em what you will - the infantry have been there as long as armies have been around. Sure, they've got lots of shiny new toys, missiles that're smarter than they are and all the rest - but they're still the ones that get left up to their knees in mud, getting shelled and sniped at, holding the line like no tank or gunship can.

These rules are for infantry actions in a science-fiction environment; whether this is set twenty years from now or two thousand is up to you - as far as your little metal soldiers are concerned they'll still get the rough end of it.....

What style of game is STARGRUNT II? Well, for a start it is **not** meant to be "HOW WAR WILL BE FOUGHT IN THE FAR FUTURE". I don't KNOW how war will be fought in the far future (If you DO know how it will actually happen, could you let me know next week's lottery numbers while you're about it...?) but I could hazard a guess that a lot of it will involve a few automated drones shooting at each other over a virtually empty battlefield - not very inspiring as a miniatures game!

No, what we are doing here is creating an environment for SF miniatures games that has a similar style to those portrayed in Combat SF novels, films and TV series; most of these have their roots firmly in present-day military concepts, tactics and organisation - which is why the Colonial Marines in the Aliens movies look (and act) just like present-day US Marines, and the "boot camp" sequences in Heinlein's classic Starship Troopers would be familiar to any recruit from WW1 onwards.

I guess this is because these are concepts that we all understand and are reasonably familiar with, so they can be taken as read and not get in the way of the action and storytelling - we can all relate to the situations and things "feel" right, so the whole thing becomes believable and accepted.

Consider that although technology and tactics may change, basic human nature doesn't. Look at the average soldier of today, compared to the average soldier of, say, Napoleonic times. Sure, today's grunt is better trained, better fed, and MUCH better equipped - but he is still just a man with all the same hopes, emotions and vulnerabilities - and he still regards Officers with distrust and Sergeants with a complex mixture of fear, loathing and grudging respect. We can safely assume that our SF troops will behave very much like infantry have done throughout history, which gives us a starting point we can identify with.

So, what we have tried to do with STARGRUNT II is to produce a system for simulating SF actions where the ordinary soldiers are not too unlike those tramping across the battlefields of yesterday or today - they may carry a Gauss rifle rather than an M16 or a Brown Bess, but they are still the Poor Bloody Infantry and still think the same way. Their supporting tanks may hover or float on grav fields, but they are still tanks; artillery and air support still fulfil similar battlefield roles to their twentieth-century counterparts.

Realistic? Probably not. Believable? Maybe. Fun? We sincerely hope so!

So, what are you waiting for? Lets get out there and kill something. I love the smell of Plasma in the morning.....

DESIGNERS' NOTES:

Some of you may be thinking "this is STARGRUNT **II** - so what was STARGRUNT **I** ?" Well, the original STARGRUNT was a small-press rules booklet we first published six years ago, as an attempt to do an SF combat system that actually made the troops react like "real" soldiers rather than little tin clairvoyant superheroes. SG has sold a good few hundred copies in its life and acquired a keen following of players, but due to its format has always been of fairly limited availability. In SGII we have taken the opportunity to completely revise the game and bring the mechanisms up to date, while keeping (we hope) the essential feel that made SG so popular.

We have tried to produce a game that encourages the players to THINK TACTICALLY. The rules on Confidence, Motivation, Suppression etc. are designed in such a way that a simple frontal assault (you know, the "line "em all up at the baseline and advance across the table" approach so common (sadly) with many wargamers) will in all likelihood NOT work - at least, not unless you have MASSIVE force superiority in which case you haven't thought out the scenario properly!

In SGII, you can't just rely on your firepower and some lucky die rolling to win the game for you - you actually have to work for it.

As with the original, SGII is a GENERIC rules set - it is designed to be tailored to whatever forces, figures and background you wish to use. We have provided our own "official" (in the loosest sense of the word) background in a separate section, so that those of you who wish to use it may do so without it intruding too much on the main generic rules.

If you wish to use your own background or one lifted from a film, book or TV series, then you will need to adapt some parts of the rules to fit the particular hardware and style of action from your chosen source. "Realism", in terms of Science Fiction games, means being as faithful as possible to your source material, whatever that may be.

Players of our preceding rules set, DIRTSIDE II (1/300 SF armour rules) will notice immediately that we have retained many of the basic mechanisms and principles from these rules in STARGRUNT II; this is partly to give a common factor to the two games which will enable players to transfer easily from one to the other, and partly because the principles worked very well in DSII - as the old saying goes, "If it ain't broke, don't fix it....."

1 INTRODUCTION

Read the rules through, then use them as you wish - you've paid out the money, and it's now your game as much as ours!

RELATIONSHIP BETWEEN STARGRUNT II AND DIRTSIDE II:

There are many links between DIRTSIDE II, our 1/300 SF combat rules, and the STARGRUNT II system. Both books share a common (optional) background, and simulate the same kind of warfare on very different operational levels. Many of the rules mechanisms are common to both sets, in overall concept at least - in SGII we have taken advantage of some of the improvements and additional ideas that have surfaced since DSII was written, and several of the new ideas can be easily retrofitted into DSII to enhance your games of that system. If you are already familiar with the way DSII is played, you will find much of SGII shares the same principles and will be quickly picked up.

If you look at the typical SGII battle, it represents what would be a very small section of a DSII game - comparing the groundscales, an average 6' x 4' play table in SGII equates to an area no more than about 7" x 5" on a DSII battlefield. A typical SGII battle represents, in much greater detail, the kind of action that would be resolved in DSII using the rather abstract infantry combat mechanisms.

It should be noted that while we have tried to keep a lot of the detail of SGII common to that of DSII, especially in regard to types of technology, we have allowed ourselves leeway to change things that we felt made for a better game. We do not claim that an SGII battle EXACTLY recreates what happens in a DSII infantry assault. In particular, SGII has (for obvious reasons) much more detail and variation among infantry weapons and such, replacing the very abstract categories used for ease of play with large armies in DSII.

One area where we have deliberately kept things as close as possible between the two games is in vehicle design and use, so if you play both games you can easily take vehicle designs from DSII and use them directly in SGII. We have included enough vehicle design notes in SGII (in a simplified form) for this book to be complete in itself - it is not necessary to have or to purchase DIRTSIDE II in order to use vehicles in SGII games. Always keep in mind that SGII is primarily an INFANTRY game with vehicles in supporting roles where applicable - if you really want to play massed armour battles then we suggest you use DSII and 1/300 scale forces anyway.

USING THIS RULEBOOK:

Throughout these rules, we have included brief RULE SUMMARIES (in the highlighted panels). Much of the main text of the rules is discussion and explanation as to WHY we have done things a certain way, as well as explaining how the rule actually works; once you have read this through and understood it, you should only need to refer to the highlighted summary to remind you of how the rule works in play.

For convenient reference during the game, we have collected all the most important summary boxes together on of the PLAYSHEET; once you are reasonably familiar with STARGRUNT II you should be able to play most games with minimal reference to the actual rulebook, using the information supplied on the Playsheet.

THE SPIRIT OF THE GAME:

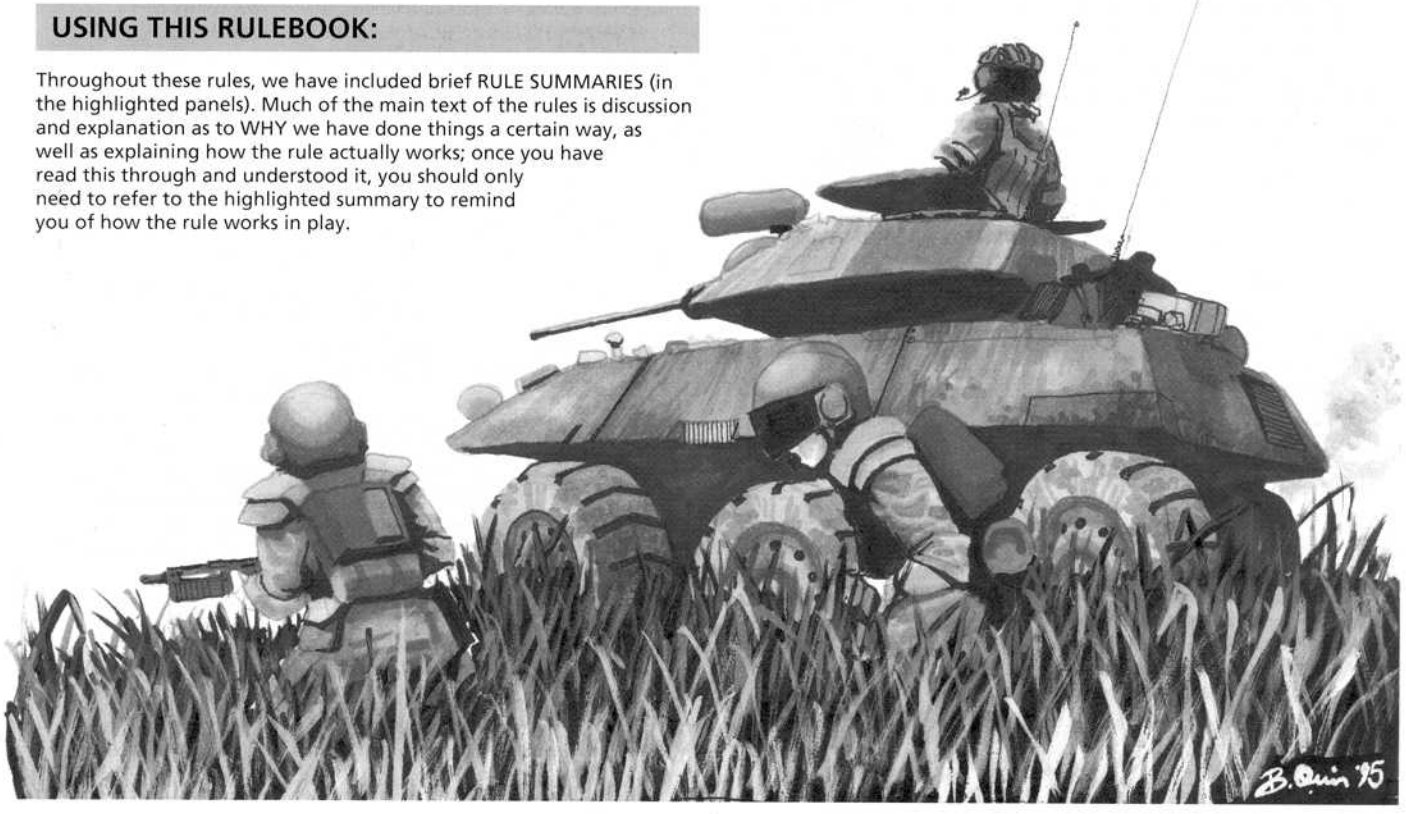
OK, lets get something straight right now. This is NOT a game for members of those sad sub-species of Wargamer, the Power Gamers and the Rules Lawyers. You're not one of those, are you? No? Good.

The main reason for playing any game is to have FUN. If your opponents are so determined to win at all costs that they seek out and exploit any tiny loophole in the rules in order to get an advantage over you, then this is NOT FUN (not in my book, anyway). There are a number of possibilities for dealing with such players, some involving the use of heavy blunt instruments, but probably the most effective (and legal) way is to use an impartial umpire. Small-unit actions are incredibly complex things to game with any degree of "realism", and sometimes things will happen that were never thought of in either writing or playtesting - when this occurs, an umpire is by far the best way of adjudicating any disagreements that crop up.

If you do not have anyone available to umpire the game, then it is up to the players to think in terms of the SPIRIT of the game, rather than the letter of the rules; never lose sight of the fact that the rules are simply here to provide a framework to make the game function - you are trying to simulate "real" events (that is, events consistent with your preferred background), not playing chess or some other highly-formalised game. If something occurs during a game in the game that is not specifically covered in this rulebook, try to work out logically what would be the most likely outcome if the situation were to be REAL; if you still can't agree, then let a die roll decide it.

Above all, remember: DON'T PLAY THE RULES, PLAY THE GAME!!

A Quick Note on Gender: in most cases in these rules, the masculine forms have been used for convenience - this is not in any way relevant to the game, as most forces will include both male and female troops, all with equal opportunities of getting maimed, killed or outright vaporised. Anyway, some of our most vicious playtesting has come from the female side (hi, Mary.....).



1 INTRODUCTION

THE ROLE OF THE UMPIRE:

Umpiring a game can be a lot of fun - often more so than being a player! This is because you know exactly what is REALLY going on; the players know only what you have told them, which of course may or may not be entirely true depending on how good their military intelligence is and how nasty you are feeling at the time....

The role of the Umpire in SGII is similar to that of the Games Master in a roleplaying game; you are responsible for running the scenario (and probably for designing it in the first place), informing the players what they can and can't do, and adjudicating any disputes. Umpiring a miniatures battle is not quite as demanding as running an RPG, as most of the time the players are taking care of the turn-by-turn mechanics of play - you are just there to oversee things. You must, of course, be fair and impartial; any dirty tricks you throw in should have the chance of affecting both players, unless you are using them to balance an otherwise one-sided game.

Good umpiring can make an enjoyable game out of the most unbalanced forces - if one player turns up on a club night with a "super" army and another has only a motley bunch of poor troops, they can still fight; the umpire just has to bias the scenario so that the powerful player has a lot of obstacles put in his way, while the weaker force has a much easier objective that is within the grasp of even his limited resources. This gives everyone a good game, as well as putting the club Power Gamer firmly in his place.....

There may be times when the umpire decides to throw in a little off-the-cuff extra rule to help the flow of the scenario; this is fine, and the opposed-roll mechanism is an ideal tool for this. If a player is trying to do something that isn't directly covered in the rules, just get him to roll the Quality die of the unit he is attempting the action with against a die rolled by the umpire; if the player wins he succeeds in the action, if he loses then the umpire gets to think up a nasty side-effect of the failed attempt!

YOUR FIRST GAMES OF STARGRUNT II:

If you are new to miniatures gaming, or to our rules in particular, we strongly recommend that you keep your first game or two as simple as possible. STARGRUNT II is very straightforward in its basic concepts, though some are quite unconventional and may take you a few goes to get used to.

Read through the rules (just the main sections- don't worry about the advanced and optional bits yet) until you are happy that you have grasped the basics, especially with regard to the turn sequence, actions/activations, the confidence/reaction systems and the infantry weapons parts of the combat system. Now set up and play a game or two using just very small, simple forces - we suggest no more than three or four small squads (perhaps five or six man units) per side, without concerning yourself with all the add-ons like vehicles, aircraft, off-table support and so on. These first games can be encounter battles or basic attack/defence actions, as described in the section on P.14.

Once you have done this you will be familiar with the most important aspects of the rules; everything else is a logical extension of these basics, so you are now ready to progress to larger forces and as many of the optional advanced rules as you and your opponents wish to use.

STARGRUNT II is potentially capable of handling quite large forces - up to full Company strength and maybe even beyond - but very often you will find that smaller games of around Platoon strength will be more fun and even more tactically challenging; you also don't need to spend out on such large forces! The system works as well for just a couple of squads per side as it does for ten or twenty, but we would recommend that if you are using just a very few figures then you split them into a greater number of smaller units to allow more flexibility in the turn sequence - for example, if you have thirty or more troops then you might use them in 6 or 8 man squads, but if you have just a dozen they would be better organised as three four-man fireteams so as to allow you three units to activate each turn.

TACTICAL NOTES AND SUGGESTIONS:

It is probably worthwhile mentioning here a few points that you will find useful in your SGII games; some were deliberately designed into the game from the outset, while others have come to light during playtesting.

Firstly, throughout the game you are making decisions and trade-offs - which unit do you activate when, do you use your support weapons to increase your infantry firepower or fire them separately at something else, should you play safe with "normal" movement or risk dicing for a combat move, etc. etc. Your decision on any of these can make a great difference to the outcome of the game - don't just rely on a few lucky dice to bring things round if you make mistakes! The game structure is supposed to reward good planning and command, and is thus pretty unforgiving on poor decisions.

Poor quality troops can be a definite problem, but poor LEADERS are even worse - in many ways you are better off with a low quality unit with good leadership than vice-versa. Just because there are only three levels of leadership ability, don't think there is not a lot of difference between them. Remember, level 1 leaders are the charismatic hero guys who can lead their men through hell and back; level 2s are your average, run-of-the-mill officers and NCOs, competent but nothing outstanding; level 3 leaders are the ones who keep sidling up to their senior NCO in the middle of a firefight and whispering "what do you think I should do now, Sergeant?".....

Level 3 leaders are BAD NEWS, so if you are stuck with some try and put them where they can do the least harm to your plans!

While on the subject of leadership, make good use of your higher command levels. The chance of re-activating some units via the actions of a senior officer can tip the balance more often than you'd think, and in several playtest games victory went to the player who made best use of his chain of command.

One other important point: in many cases, especially with average weapons and armour being used on both sides, ranged fire combat may result in relatively few casualties; this is deliberate, as we wanted to emphasise the fact that not many people get killed in ranged firefights. Sure, a few will go down, more if you start bringing heavier weaponry into play, but in general if you want to kill lots of the enemy you either have to drop something explosive on them or else get up close and take them out the old-fashioned way. Two units sitting in cover either side of a clearing and blazing away at each other with small-arms will usually result in very little except a lot of wasted ammunition. Bear in mind that the main purpose of ranged small-arms fire is to keep the enemy pinned down (suppressed) while you get into a suitable position to do nasty things to him - use it this way, rather than relying on it to win the battle for you, which it probably won't.

Finally, many battles are not won, they are lost; the "winner" is the one that does not run away. To paraphrase a wonderful quote from Mary Gentle: "Victory usually goes to the side that screws up NEXT to last...."

2 GAME SCALES AND DEFINITIONS

FIGURE SCALE:

The game is designed for play with 25mm scale miniature figures and vehicles, which we feel provide the most visually attractive game; if you are limited on either space or budget, 15mm figures are a viable alternative. 20mm figures are a possibility, though very few SF models are made in 20mm - however, the wealth of "modern" ranges in this scale allows good conversion potential.

Each individual miniature figure represents one real trooper, and as a general convention all troops are taken as being equipped with whatever the actual miniature is depicted as carrying.

BASING YOUR FIGURES:

Assuming you are using 25mm scale miniatures on the recommended groundscale of 1" = 10m, we suggest that each figure is mounted on a circular base approximately 1" in diameter (a metal washer about the size of a 2p coin is ideal, or you can use the round plastic bases available from some manufacturers if you prefer). A common base size like this makes the figures look much better, allows them to stand well on most model terrain and is a great help in play, as it gives a clear reference of distance for figures close together; base-to-base contact is equivalent to 10m or less (quite close on the high-tech battlefield). If you prefer to have your figures on smaller bases (eg: if using 15mm figures), then whenever the rules state "figures in base-to-base contact" then your figures must actually be within 1" measured from the CENTRES of their bases.

MODELLING NOTE: using a washer or disc as a base is a good way of disguising slight height differences between figures from different ranges and manufacturers, as for shorter figures you can pack some putty between the miniature's cast-on base and the washer and thus gain a little height without it being too noticeable - useful with today's great variation in figure sizes. Once the bases are finished off with a bit of sculpted putty and flock powder, even quite diverse ranges can look surprisingly compatible.

Figure scale examples - from left to right, a 25mm figure with cast-on base as supplied, two 25mm figures based as suggested and finally two 15mm figures to give a size comparison (all GZG figures, painted by Carl Desforges and Colin Sturdy).

GROUNDSCALE:

For the intended 25mm scale, we recommend using a ground scale of 1" on the table equals 10 metres. All distances in the rules are given to this ground scale, so if you wish to use something else then you will have to convert all ranges, movement etc. accordingly. Although the "real" distances are quoted in metres, we have deliberately kept to inches for on-table distances as we think they give a better feel when using figures that are, after all, nominally 1" tall - fiddling with centimetres and millimetres is a bit too "fine" for games at this scale. If you are happier with metric, simply convert all game distances at 1" = 25mm.

At the recommended groundscale of 1" = 10m, a good-sized game may be fought on a table around 4' x 6', which represents a battlefield of 480 x 720 metres. If you have a very large area available, or are playing with small forces in very "close" terrain (such as dense jungle, or within a building complex), feel free to use 1" = 5m (thus doubling all ranges and moves). For games in very limited space it is possible to use 15mm figures and a groundscale of 1cm = 10 metres, though some parts of the action may look rather cramped.

[As a note to readers unfamiliar with some of the conventions of miniatures gaming, the "groundscale" and "figure scale" are two different things; if the groundscale (and thus ranges etc.) were to be the same as the figure scale, then even the lightest weaponry would be able to fire from one end of the table to the other. Thus it is necessary to distort the relationship between model size and terrain to achieve a playable system - so a single building can actually represent a group of structures, and a couple of trees can represent a small wood.]

TIMESCALE:

The TIMESCALE is the amount of "game time" that a full turn is assumed to last. In STARGRUNT II, the timescale is fairly loose, and in most cases pretty irrelevant to normal play; most real combat consists of sudden bursts of frantic firefight, separated by long periods of movement, scouting, observation and general inactivity. Although a game turn might contain only a few seconds' worth of actual fire combat, the full turn may safely be assumed to occupy one or even several minutes of elapsed time. If it is necessary to determine how long a battle has lasted in game terms (eg: if it is part of a campaign) then treat each full turn as being equivalent to approximately 5 minutes; hence a six-turn game would represent a battle lasting about half an hour of campaign time, which could be an important factor if either side is trying to bring reserve forces up to the battlefield.

EQUIPMENT NEEDED:

STARGRUNT II is a miniatures combat game, so of course the most important requirement is a selection of model figures (and vehicles, if desired) in whatever scale you have decided to use. You will need some sort of battlefield to play on, anything from a simple cloth to a fully detailed model terrain. Notes on miniatures and terrain are given in the appendices to this book.

For the actual mechanics of play you will need a selection of dice (as fully described below), the sets of die-cut counters that come in this book and a tape-measure or long rule graduated in inches (or centimetres if you prefer to use them).

DICE TYPES AND CONVENTIONS:

STARGRUNT II makes use of the full range of "polyhedral" dice from four-sided through to twelve-sided - thus giving five different dice types, commonly referred to as D4, D6, D8, D10 and D12 according to their respective numbers of faces.

While this selection of dice may be unusual at first to some new players, anyone who has had any involvement with the Roleplaying side of gaming should be familiar with them and will almost certainly have access to a full set of such dice; in any case, they are readily (and inexpensively) available from virtually any games shop or mail-order supplier, either individually or as sets.

[Most sets of dice sold will also include a twenty-sided die (D20) which is NOT used in SGII, but it's always handy for other games.]

The five types of dice used in STARGRUNT II - from left to right: D4, D6, D8, D10, D12.

As a minimum you will require one full set of the five dice to play the game. If possible, however, it is best to have as many dice on hand as you can - in many cases it will be necessary for both players to roll dice simultaneously, and often with several dice at once - hence it will be much simpler and quicker if each player involved has his own set(s) of dice (when a full set costs no more than a couple of figures for your army, it is not that big an outlay). If you have a "pool" of extra dice for use in certain circumstances then so much the better; in our experience most gamers love collecting dice, so this shouldn't be a problem!

2 GAME SCALES AND DEFINITIONS

As far as possible, we have tried hard to make the die-rolling in STARGRUNT II a WYSIWYG (What You See Is What You Get) system - whenever you roll a die, the number you actually roll is the number you use, rather than having to add or subtract loads of numerical modifiers to the roll to get a final result. Admittedly there are a few exceptions to this, but these only occur in special circumstances and are clearly explained where they do crop up. We feel that doing it this way enhances the "fun" element of the dice-rolling - there is nothing worse than (as in some games) rolling a nice high number, thinking "Hey, what a great roll, I've hit the @**&**@!" then finding that after you've taken off all the minus modifiers you've missed after all!

In very general terms, any factor (weapon accuracy, unit quality etc.) that is of BELOW AVERAGE status will use a D6 as its normal die type; those that rank AVERAGE will use a D8, and those ABOVE AVERAGE a D10; the real extremes of worst and best will use a D4 or D12 respectively. Circumstances that increase the chance of success will RAISE the die type, while adverse conditions will reduce it.

Once you have got used to the concept of using the different die types then you are well on the way to grasping the basic mechanisms of play.

DIE TYPE SHIFTS:

Whenever the rules call for a die roll to be made, the TYPE of die to be used will be specified. When a rule tells you to "shift up one Die Type" this means that you should select the NEXT LARGEST DIE, eg: if the usual die for that roll would be a D6, then "shift up one Die Type" indicates that a D8 is rolled instead. Similarly, if "shift down one Die Type" is specified for then use the next SMALLER die (eg: a D6 drops to a D4).

There are two kinds of die shift used in the rules - CLOSED SHIFTS and OPEN SHIFTS.

In a CLOSED SHIFT, if cumulative shifts should move the die type outside the range of available dice - ie: less than a D4 or more than a D12 - then any excess shifts are ignored and the D4 or D12 used as appropriate.

In an OPEN SHIFT, any excess shifts are applied as OPPOSITE shifts to the OPPONENT'S die type in an opposed roll - thus if one player's die type should shift one type above a D12, the opponent's die is instead shifted DOWN one level, or vice-versa if the first player's die should drop below a D4.

The rules assume CLOSED shifts are used in most cases - those that use OPEN shifts are clearly specified, such as IMPACT vs. ARMOUR opposed rolls (see P.38).

TYPES OF DIE ROLLS:

The dice, and combinations of dice, are used in STARGRUNT II in a number of different ways: the most important of these methods are explained below, along with the conventions as to what gives a "successful" score in each type of roll:

i) ROLL VS. TARGET NUMBER: This is the simplest type of roll. A single die (of whatever type is specified by the circumstances) is rolled, in an attempt to roll HIGHER than a fixed, "target" number. A die score of greater than the required number is a SUCCESS, while one lower or equal to the target number is a failure. The most common use of this type of roll in SGII is for confidence or reaction tests, where the target number is usually the Leadership Value (plus a Threat Level modifier if appropriate) and the die type is determined by the unit's Quality and circumstances. For example, a REGULAR unit with an LV of 2 would roll a D8, needing to exceed the target number of 2 (assuming no threat modifier) - so a score of 1 or 2 would be a failure, and 3 or more a success.

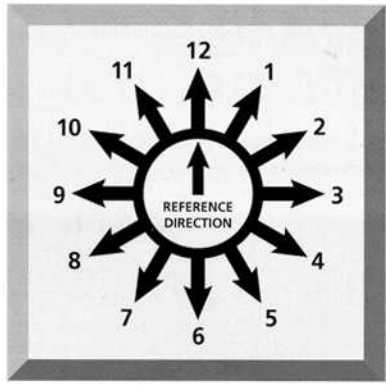
ii) OPPOSED ROLL: An "opposed roll" is so-called because BOTH players involved (eg: the player who is firing, and the player whose unit he is firing at) roll dice simultaneously, and compare their scores to determine whether the action has been successful. The type of die rolled by each player depends on the particular circumstances of that action. The objective in a Single Opposed Roll is for the player attempting the action (eg: the player firing) to try and roll HIGHER than the score rolled by his opponent (eg: the player being fired at) - if he does so, the action succeeds; if he rolls equal or less than his opponent, the action fails.

iii) MULTIPLE OPPOSED ROLL: This is a variation on the simple Opposed Roll that is used quite a lot through these rules, especially in the Fire Combat sections. Instead of the players involved rolling one die each, the player making the action rolls TWO dice, or sometimes more (the dice may be all the same type or different, depending on individual circumstances) while his opponent still rolls just one. If TWO (or more) of the player's dice score HIGHER than the opponent's single roll, then the result is a MAJOR SUCCESS (eg: effective fire which causes casualties); if only ONE of the player's rolls exceeds his opponent's score, while the other is equal or lower, then it is a MINOR SUCCESS (eg; the fire causes suppression only). If BOTH (or all, if more than two dice rolled) the player's scores are equal or less than the opponent's roll, then the action has failed altogether (eg: the fire has no effect).

GENERAL RULE: Whenever you are comparing your die roll to another number (either a fixed value, or another die score) you must EXCEED that number to succeed; scoring equal or less is a failure.

THE "CLOCKFACE" DIRECTION METHOD:

The are a number of times during the game when players will need to determine a DIRECTION for something - where support fire deviates if it does not hit its intended target, the direction the wind is blowing (for smoke effects) and so on. The simplest way of deciding random directions on the table is to nominate one direction as "12 o'clock", roll a D12 and use the "clockface" numbers to point the direction of the event. Whenever we refer to the CLOCKFACE METHOD in these rules, this is what you should use.



> **Clockface Direction Method**
> Direction "12" towards an agreed edge of table – roll a D12 whenever a random direction is called for.

THE COUNTER SHEETS:

With this book, you should have two sheets of die-cut counters. Carefully punch out all the counters, sort them into types and store them safely - small grip-top plastic bags or a segmented storage tray are the best ways.

Most of the counters on the sheets are MARKERS for use in play; they are designed to indicate the status and condition of units on the table, and to perform other game functions to effectively remove the need for written record-keeping during the game. This speeds up the flow of play and prevents important information from being overlooked.

The markers are designed to actually be placed on the table next to the units and elements they affect, thus showing at a glance the exact status of any given unit. While it is true that this allows your opponent to see the condition of your units, it does work both ways, and we feel that this is a small price for the ease of play that the markers allow.

We are aware of the fact that some players may prefer NOT to actually see the markers placed on the table (perhaps for aesthetic reasons), so we suggest that if preferred players may put the counters on a sheet of paper ruled up with a box per unit in the player's force. The relevant markers for each unit are simply placed in the boxes on the sheet relating to that unit, rather than on the table itself. This method still dispenses with the need to make any written records, but does also remove the immediate visual link between the markers and the models they affect.

While we would recommend the 'markers on table' method, please feel free to use the record sheet method if you are happier with it.

2 GAME SCALES AND DEFINITIONS

THE COUNTERS AND MARKERS:

The full set of counters for SGII consists of the following, printed on two sheets:

A) THE ACTIVATION AND CONFIDENCE MARKERS:

ACTIVATION MARKERS - Colour indicates Unit Quality, Number indicates Leadership rating. (84 in total - 10 YELLOW, 18 GREEN, 28 BLUE, 18 ORANGE, 10 RED)

CONFIDENCE LEVEL MARKERS - Grey counters, white letters indicate Confidence Level. (84 in total - 21 "CO", 21 "ST", 18 "SH", 14 "BR", 10 "RO")

B) CASUALTY AND FIRE EFFECT MARKERS:

TREATED CASUALTY MARKERS - "Red Cross" medical symbol, used to show when a wounded figure has been stabilised by medical attention. (Quantity 28)

UNTREATED CASUALTY MARKERS - white "skull" symbol, for wounded troops not yet given medical aid. (Quantity 28)

DEAD MARKERS - black "skull" symbol - indicates figure is dead. (Quantity 28)

SUPPRESSION MARKERS - indicates unit has been suppressed by fire. (Quantity 28)

C) PLAY MARKERS:

TURN COUNTER - used on the Turn Track to record elapsed Game Time. (Quantity 1)

HOVER MARKERS - to indicate air vehicles in HOVER mode. (Quantity 6)

DETACHED ELEMENT MARKERS - to indicate sub-units detached from their Squads. (Quantity 14)

SNIPER MARKERS - to represent "hidden" snipers. (Quantity 7)

LAST STAND MARKERS - to indicate units subject to the LAST STAND rules. (Quantity 7)

ELECTRONIC WARFARE CHITS - issued to active EW elements. (Quantity 21)

LETTERED MARKERS - to represent hidden units, incoming fire missions etc. (Quantity 26)

DUMMY MARKERS - to confuse enemy intelligence. (Quantity 30)

SUPPORT REQUEST CHITS - issued to command units for calling support fire. (Quantity 21)

PANIC MARKERS - used to indicate units subject to a PANIC reaction. (Quantity 7)

MISSILE MARKERS - to indicate missiles in flight and record missile ammunition supplies. (Quantity 28)

IMPACT MARKERS - for indicating impact points of explosive fire. (Quantity 14)

SMOKE MARKERS - used to indicate the centre point of smoke clouds and the impact point of smoke rounds. (Quantity 7)

BOOBY TRAP MARKERS - to indicate concealed booby-traps. (Quantity 7)

COMMAND-DETONATED MINE MARKERS - to indicate concealed CDMs. (Quantity 7)

ANTI-PERSONNEL MINEFIELD MARKERS - BLACK mine symbols; indicates centre point of AP minefield. (Quantity 7)

ANTI-VEHICLE MINEFIELD MARKERS - RED mine symbols; indicates centre point of AV minefield. (Quantity 7)

MIXED AP/AV MINEFIELD MARKERS - BLACK/RED mine symbols; indicates centre point of mixed minefield. (Quantity 7)

IMMOBILISED VEHICLE MARKERS - to indicate vehicles immobilised by suspension hits. (Quantity 5)

DISABLED VEHICLE MARKERS - to indicate vehicles completely disabled. (Quantity 5)

VEHICLE "SYSTEMS OUT" MARKERS - to indicate vehicles with weapons and system knocked-out. (Quantity 4)

DECOY MARKERS - to indicate anti-guided-weapon decoys when used. (Quantity 7)

DRONE COUNTERS - to represent recon drones in flight. (Quantity 7)

IN POSITION (IP) MARKERS - to indicate units that are "in position". (Quantity 14)

FIRE/FLAME MARKERS - to indicate the centre point of a fire or incendiary burst. (Quantity 14)

3 ORGANISING YOUR FORCES

ORGANISING YOUR FORCES:

Before starting the game, you will need to organise your miniatures into UNITS, which are squad-size groups of troopers - the basic operating formation used in SGII.

A UNIT is any group of figures that includes a LEADER figure and is thus capable of independent actions. A unit can theoretically be of any number of men, but a typical infantry squad will comprise from four to ten troopers - with six to eight being common for most forces. As a general rule, the higher the tech level of the forces involved, the fewer men they are likely to have in each squad.

Single figures or specialist teams of two or three figures operating as sub-units of squads (ie: without their own Leader, but subject to the Leader of their "parent" squad) are referred to as ELEMENTS. A single model vehicle with its own crew and commander is considered a UNIT in its own right, while a transport vehicle attached to a squad and crewed by members of the squad is considered an ELEMENT.

At all times during the game, each unit has two markers (counters) placed with it on the table - one is the ACTIVATION MARKER, the other is the CONFIDENCE MARKER. They function of these markers is fully explained in the relevant sections on P.9 (Activation markers) and P.20 (Confidence markers).

One UNIT, or SQUAD, is a group of figures with a LEADER.
A sub-unit without a LEADER is an ELEMENT.

Several SQUADS will be combined to form a PLATOON (usually from two to five Squads) and a number of Platoons (typically three or four) will be grouped into a COMPANY. Each of these organisational levels (Squad, Platoon, Company) is called a COMMAND LEVEL - this is more fully explained below.

At SQUAD level, the LEADER figure is an integral part of the Squad; at higher Command Levels, there must be a specific HQ/Command unit that contains the Leader figure for that Command Level and his command staff, communications specialists and so on - this Command Unit functions as a separate Squad.

Note: we are using contemporary military terminology here to describe the various Command Levels as this will be familiar to most players. There is no reason why you cannot call your Command Levels anything you wish, to fit in with whatever background you are using - your Squads can be called Sections, Lances, Maniples, anything you like, and similarly with your Platoons and Companies.

It is equally possible to omit certain Command Levels altogether in some circumstances; for instance, a force might be composed of many small units ("squads") all under a single overall Company-level command, with no "platoon" command level being used (this sort of situation might occur where the force is a mass of non-military personnel under a single charismatic leader, eg: in feudal societies or massed gang warfare).

Organisational notes for the major forces in our own background timeline are given in the BACKGROUND section, but in keeping with our intention of making the main rules as generic as possible we have listed below an example that you can modify as you wish to suit your own forces:

SAMPLE FORCE ORGANISATION:

This TO&E is not representative of any of the particular armies detailed in the background sections of this book; it is simply an example of how a force may be put together, to give you a starting point for working out your own organisations. This full Reinforced Company would give a BIG game taking quite a while to play, and for most games we would suggest only using parts of the force.

REINFORCED COMBAT COMPANY:

Company Command Unit:
One squad-size unit incorporating the Company Commander, with one Command APC counted as an integral part of the unit. Unit may include specialist elements such as EW or liaison teams.

Fire Support Battery:
3 light RAM mortar teams with one transport vehicle each; these will normally be off-table and do not need to be represented by miniatures unless desired.

Attached Armour Platoon :
3 Tanks or other combat vehicles, each of which acts as a separate UNIT, one of the three is designated as a Platoon Command Unit.

Three Infantry Platoons each of:

Platoon Command Unit:
Squad size unit incorporating the Platoon Commander, Platoon Sergeant, Support Liaison element and possibly an EW element, plus a few line troopers for defence; issued with one APC or other vehicle as appropriate to type of force.*

Three Infantry Squads
Units of eight men, each of Squad Leader, SAW gunner, Special Weapon (eg: GMS/P or Plasma Gun) trooper and five line troopers, with transport if appropriate.*

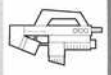
Other support assets available: Battalion level artillery, Regimental level Gunship flight.

* If the force is MECHANISED infantry then an APC or MICV will be issued to each squad; AIRMOBILE infantry will have VTOL craft for transport, though not necessarily enough to carry all the force at once. Ordinary "leg" infantry Companies have to get transport allocated from support echelons if available - more often than not they will find themselves walking.....

COMMAND LEVELS:

Throughout these rules you will find references to COMMAND LEVELS. This represents to the organisational "chain of command", and is particularly relevant to attempts to transfer actions, request support and generally communicate between units. As explained above, we

A typical platoon suitable for a small to medium sized game. The platoon consists of four six-man squads, one of which is the platoon command squad. The two markers with each squad show the quality and leadership of the unit and its present confidence level.



have kept to standard military terminology for this; you are of course free to rename any or all of the Command Levels to fit your own background if you wish.

The progression of COMMAND LEVELS is as follows:

SQUAD (smallest)**, PLATOON, COMPANY, BATTALION, REGIMENT.**

While on-table forces will almost never represent anything above COMPANY level, off-table support will frequently be organised at Battalion or Regimental level and thus these command levels are included in the sequence above.

The basis of the Chain of Command is that orders and communications are generally only passed up or down one command level at a time; thus a Company commander will talk to his Platoon commanders, but would be unlikely to communicate directly with a Squad leader unless circumstances were exceptional - normally this would be the job of the Platoon commander. The structure of the command and communications rules in SGII is designed so that interaction between units following the normal chain of command is usually fairly straightforward (unless you have some very poor troops and/or very poor officers!), but if for any reason you need to bypass one or more of the normal command levels - eg: if the Company commander DID need to talk to one of his Squads directly - it becomes progressively more difficult to communicate successfully.

Whenever provision is made in a scenario for off-table assets (artillery support, air support or even orbital support), the COMMAND LEVEL at which these assets are allocated must be specified, as it will affect the on-table units' attempts to communicate with their off-table assets. For example, a force of Platoon strength (with the Platoon commander as the highest on-table Command Level) might be told that it has access to support from the Company mortar section (one level up, thus quite easy to obtain fire from), the Battalion artillery battery (two levels up) and a flight of Aerospace support craft organised at Regimental level (three levels up, and thus very unlikely to be available when needed!).

Progression of COMMAND LEVELS:
SQUAD, PLATOON, COMPANY, BATTALION, REGIMENT.

ACTIVATION MARKERS:

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

The Activation Marker remains with the unit at all times during the game; it serves as a reminder of the die type and leader value used in all confidence and reaction tests for the unit, and is also inverted each turn to indicate when a unit has been activated for that turn. The only times that an Activation Marker will be changed for another are i) if the unit commander is lost, when a marker with a worse Leadership Rating may have to be used to indicate a less-experienced assistant taking over, and ii) if two or more depleted units are merged under the rules for 'regrouping'.

COLOUR of ACTIVATION MARKER is UNIT QUALITY; NUMBER on marker is LEADERSHIP.

YELLOW = UNTRAINED

GREEN = GREEN

BLUE = REGULAR

ORANGE = VETERAN

RED = ELITE

UNIT QUALITY AND LEADERSHIP VALUE:

Each squad-sized UNIT in a player's force has two important characteristics - its UNIT QUALITY and the LEADERSHIP VALUE of the unit commander. The Unit Quality is rated as one of five levels, from UNTRAINED through to ELITE, as described below. The Leadership Value is a measure of how good the commander of that unit is at his job, and how he is liked/respected by his troops. Leaders are rated as 1, 2 or 3; a grade 1 leader is a man that so inspires his men that they would follow him through anything, a grade 2 leader is an all-round 'average' officer and finally a grade 3 is more likely to get shot by his own men than by the enemy!

Leadership Value (LV) ranges from 1 (best) to 3 (worst).
LV denoted by NUMBER on activation marker.

Note that the terms used for the different Quality levels are actually quite loose, as the level does not refer solely to the degree of Combat experience - it also reflects the amount of formal or informal training the troops have received, their general level of competence, skill with weapons, coolness under fire and many other factors.

The five QUALITY LEVELS are:

UNTRAINED troops are usually non-military personnel (ie: civilians), with little or no weapons training and no real idea of how to function in combat. This grade should only be used where non-combatant personnel are forced to take up arms by circumstances, eg: citizens defending their homes, miners or workers protecting their claims or installations against attacking forces etc. "Leaders" for UNTRAINED units may be civic leaders with no combat experience (usually LV 3), or may sometimes be police or security personnel (maybe retired military) in which case they may actually be quite good (LV 2 or even 1).
The QUALITY DIE of an UNTRAINED squad is a **D4**; Untrained squads have **YELLOW** activation markers.

GREEN troops are those who have had at least a little relevant combat training, but have seldom if ever had to fire a shot in anger. Such troops would generally be new, raw recruits to either military or security forces. They can fight, but are by no means very good at it. This level could also apply to members of local volunteer militia forces (National Guard types), who have received some formal training but have little real knowledge of combat. Leaders for GREEN squads may potentially be of any LV.
The QUALITY DIE for a GREEN squad is a **D6**; Green squads have **GREEN** activation markers.

REGULAR troops are "average" in terms of combat training and experience; they will form the bulk of most military units. Squads of REGULAR status normally have at least some experience of being under fire, know how to react in combat conditions, and are reasonably competent with weaponry.
REGULAR Leaders may be of any LV.
The QUALITY DIE for REGULARS is a **D8**; Regular squads have **BLUE** activation markers.

VETERAN troops are particularly well-trained and experienced in combat; they will be either professional soldiers with a good few years of service, or else those that are just naturally good fighters. VETERANS know what it is like to be shot at, and to shoot people in return. They know how to follow a good leader, but it should be remembered that they probably survived this long by knowing when NOT to follow a bad leader..... Most professional or long-service military units will include a fair proportion of VETERAN squads, as will any reasonably good Mercenary units.
Leaders for VETERAN squads can be of any LV, but there are likely to be more LV1 or 2 leaders than LV3.
The QUALITY DIE for a VETERAN squad is a **D10**; Veteran squads have **ORANGE** activation markers.

ELITE troops are the very best of all; Special Forces, Commandoes and the like, with the highest levels of training, morale and experience. Such troops are usually reserved for special missions such as deep infiltration, surgical strikes etc. Leaders for Elite units will most likely be LV 1, with a few LV 2; the only conceivable circumstances in which an LV 3 would be in charge of an Elite force would be as a political appointee or a corporate official sent to "look after the Company's interests" (guess who's going to get fragged first....).
The QUALITY DIE of an ELITE squad is a **D12**; Elite squads have **RED** activation markers.

3 ORGANISING YOUR FORCES

DETERMINING QUALITY AND LEADERSHIP:

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

When starting a unit from scratch, or just determining values for a one-off game, the best way is to put a selection of Activation Markers face-down and draw them at random - either drawing in turn for each unit, or else drawing a number of markers and then assigning them to various units as desired. The 'mix' of markers provided on the countersheets is biased towards 'average' units, so if you draw at random from the whole set of markers then you should end up with a balanced force of largely Regular troops with smaller proportions of Veterans and Greens, plus a few Elites if you are lucky and Untraineds if you are not. If the particular scenario or background warrants it, feel free to bias the mix of markers further in any desired direction - for example, if drawing markers for a very high-quality mercenary force you might agree to pick from a mix of mainly Veterans with average/good leaders, with just a few Regular and Green markers thrown in for that bit of uncertainty (even the best forces need raw recruits at some point to replace casualties). On the other hand, if you are generating a Planetary Defence Militia then you would probably use mostly Green markers, plus a few Regulars.

It is recommended that you do NOT use Untrained (yellow) markers in the mix when forming most organised military forces, as these are included mainly for armed civilian units and "rabble"; similarly do not include more than a very few (if any) Elite (red) markers unless you are specifically creating a Special Forces unit or similar.

Finally of course, you can simply lay down the unit qualities and leaderships when writing the scenario, making them fit in with the storyline behind the engagement - this is the method we most strongly recommend if you are prepared to do the preparation work, and will give the most realistic feel to your battles.

UNDER-STRENGTH UNITS:

Most players will, naturally, collect and organise their miniature forces according to a theoretical full-strength TO&E; if you are playing a linked series of games with the same units, the attrition due to casualties and lack of enough replacements between actions will soon reduce units to a "realistic" understrength level. If you are playing a one-off game, however, we strongly recommend using the rule below to put a bit of realism and unpredictability into your forces:

Once the figures have been organised into their full-strength units, roll a die for EACH individual figure in each unit; if the unit is deemed FRESH at the start of the game (see FATIGUE rules, P.19) then roll a D10 for each figure, if it is TIRED use a D8 and if EXHAUSTED a D6. All figures for which a ONE is rolled are removed from the unit before the game starts - they are assumed to be wounded or killed in a previous action (and not yet replaced), on sick parade that day, or otherwise unavailable for that battle. If the figure removed is the Squad Leader, then consult the rules for losing squad leaders in battle and use the same method to determine the new leader's ability. If the lost figure is a Support or Special Weapon trooper then his weapon is assumed either destroyed earlier or not serviceable for some reason - it may NOT be transferred to another squad member.

LOSS OF UNIT LEADER:

Should the Leader figure in any unit become a casualty (wounded or killed), the unit is immediately given one SUPPRESSION marker. The unit counts in all ways as if suppressed by fire, until such time as the marker is removed. This represents the confusion that surrounds the loss of the unit leader, until the next-in-line can take over command and pull the unit together. Note that this suppression effect happens even with HIGH MISSION MOTIVATION units - it is pretty much instinctive on the part of the troops.

As soon as a leader is wounded or killed, the second-in-command of the unit will assume the duties of unit leader (should the same thing then happen again, the leadership passes yet further down the chain of seniority). When this occurs, it is necessary to determine what Leadership level the second-in-command actually is: he is likely to be of the same or lower level than the original leader, but may occasionally actually be HIGHER - there are cases where a unit is led by a particularly hated or mistrusted leader, but the assistant leader is much more respected by the troops.

To determine the level of the new leader, simply roll a single D6: on a roll of 1 or 2, the new leader is one level WORSE than the original; on a 3,4 or 5 he is the same level, and on a roll of 6 he is one level BETTER. Of course, you cannot have worse than a level 3 leader or better than a level 1, so any shifts outside this range do not apply (eg: the second-in-command to a level 3 leader is a level 3 on a roll of 1-5, and level 2 on a 6).

As soon as the new leader's level has been sorted out he will take command of the unit, which may then be activated as normal - the new leader's first action, naturally, is likely to be an attempt to remove the suppression marker.

Note that a Confidence test must be taken by the unit immediately the leader becomes a casualty, and there is a high threat level applied to this in most cases.

For LV of replacement Leader, roll D6: 1-2 = worse, 3-5 = same, 6 = better.

BALANCING FORCES:

Or "WHY YOU CAN'T FIND THE POINTS VALUE LISTINGS"

We had originally intended to include a POINTS VALUE system for "costing" units, to enable players to produce game forces that were theoretically "balanced". After long consideration, we decided not to take this route; there are a number of reasons for this decision:

Firstly, any kind of points value system is horribly artificial - none of them really work properly. A unit of troops is both more AND less than the sum of its parts, and if you start adding up the "cost" of each trooper in terms of his armour, weapons, training etc. and then add all the men up to make the squad you end up with some abstract number that in no way reflects the real capabilities of the squad in game terms. Most points systems fool players into thinking they've got "equal" armies, when in fact they've got nothing of the sort.

Second, the use of points values actually encourages players to do exactly what we DON'T want them to do. It seems to start some players thinking in a kind of Competition Mentality, trying to find loopholes in the rules that will allow them to get that little edge over their opponent by exploiting the system. Wanting to win is fine, but you should be trying to do it the way REAL commanders have to - by tactical skill in getting the best from what you have available, not by trying to stretch the limits of the system and produce a "super army" which you can use to beat anyone else without really trying, at least until they turn up the next week with their MORE super army....

The most enjoyable games will be had from doing well DESPITE your troops, rather than because of them - trust us on this!

Over-reliance on points values tends to lead to unimaginative games - the "line 'em up and advance" kind. It really doesn't take more than a few moments thought to come up with an interesting scenario, even an off-the-cuff one for impromptu games (or for those umpires who get to the club and find they've left all their paperwork at home....). Just a quick one-line background is all you really need: "OK, Jim, your forces are exhausted and trying to disengage from a battle that your side has lost; as they pull back, they find some light troops from Eric's army have been paradropped behind them and blocked their retreat - you've got to fight your way through to safety." Set the Motivation and Fatigue levels to suit, get both players to roll to see which of their units are understrength, and let them get on with it!

We know a few people will whinge about the lack of a points system, but we sincerely hope that most players will agree with our point of view; if you REALLY, REALLY can't live without the points, let us know and we'll put a system in the first supplement - then we can start an arms race an' make everyone have to buy the Miniature of the Month so that they can beat all their mates an' we get to sell loads more figures at stupid prices 'cos they're worth lots of game points an' ..... [at this point the men in white coats arrive...].

4 BASIC PRINCIPLES OF PLAY

UNIT INTEGRITY:

A unit is said to be within Unit Integrity limits if all its figures can satisfy either of the following criteria:

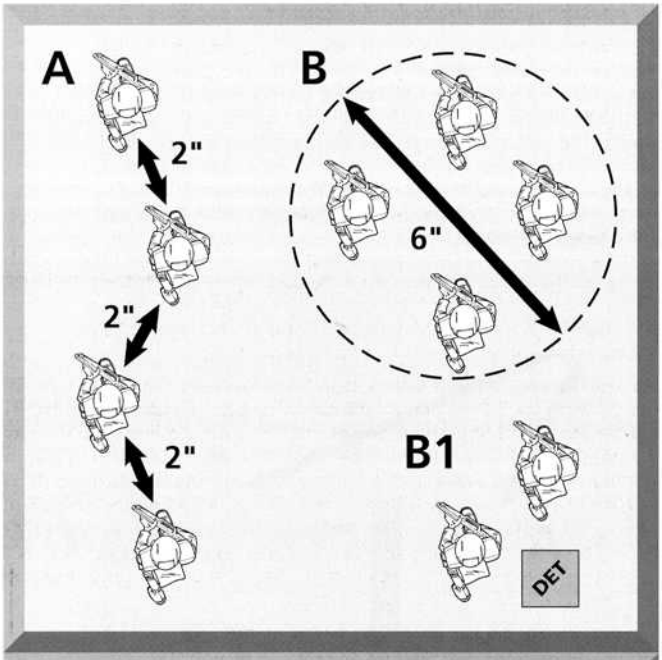
i) all figures in the unit are contained within a circular area 6" in diameter, OR:

ii) no figure in the unit is more than 2" (between base centres) from another figure in the same unit.

Thus a unit could be within Integrity limits by having its figures in a loose grouping (within a 6" circle), or in a line or column formation longer than 6" provided there is not more than 2" between any two adjacent figures.

Should a unit be deemed to have some of its figures outside these Unit Integrity limits, and those figures are NOT designated as a DETACHED ELEMENT, then the unit is DISORGANISED; on its next activation, the first action by its leader must be a REORGANISE action in which the player must move any out-of-integrity figures by the minimum necessary distances to regain integrity. While a unit is disorganised, it may do nothing (except react if close-assaulted).

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

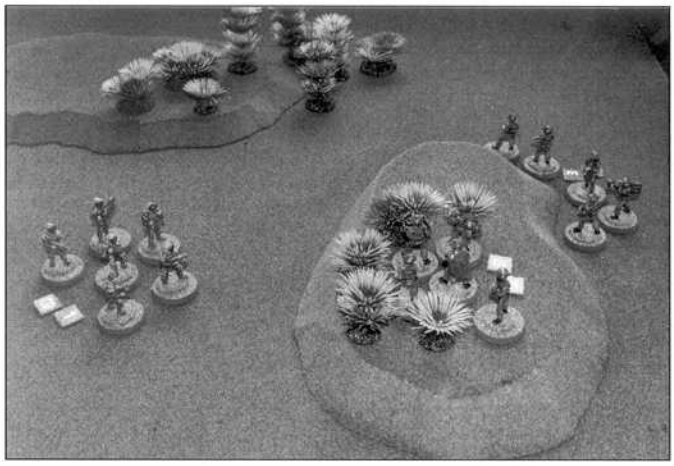


> **Unit Integrity**
> Squad A is in unit integrity as each member is within 2" of the next figure; Squad B is also in unit integrity because its members are within a 6" diameter circle; the two figures marked B1 have been designated a detached element, so may operate outside the integrity distance. If they were not designated as detached then Squad B as a whole would not be in unit integrity.

LINE OF SIGHT AND LINE OF FIRE:

Some rules systems provide lengthy mechanisms, charts and formulae to determine whether lines of sight are blocked by intervening terrain, especially where the observer and the target are themselves at differing height levels. All that we feel is required, however, is a reasonable attitude and a bit of common sense! If you can stretch the tape-measure in a straight line between the two elements without the tape touching an intervening obstacle, then there is a clear line of sight (and hence line of fire, if within range). As the relationship between model size and terrain scale is distorted anyway (see notes on scales and definitions), any more detailed method is actually pretty abstract and not all that relevant to play in the majority of cases. If you REALLY want to work it all out mathematically in every case then feel free to do so!

Lines of sight/fire are blocked by raised ground, buildings and woods, unless the observer/firer is on terrain high enough that he may see over the obstacle. Smoke and other obscuration agents will also block sight and firing.



The NAC squad (on the left) has a clear line of sight to the ESU squad in the bushes on the hill, but not to the second ESU squad concealed behind the hill.

A clear line of sight/line of fire is required between firer and target for all fire combat except indirect support fire; a clear line of sight is normally required for all observation and spotting attempts, unless using remote sensors.

As the playing area of a STARGRUNT II game represents quite a small area, there is no limitation to visibility distance on the table in NORMAL CONDITIONS (daylight, good weather and an assumed temperate Earthlike environment). Variations in any of these factors, however, may at the agreement of all players be deemed to limit overall sighting distances; some suggestions for other conditions (both climatic and overall environment) are given in the sections on WEATHER and EXOTIC ENVIRONMENTS pn P.57.

All airborne craft are assumed to actually be flying considerably higher than the model's actual stand height, and are generally visible from anywhere on the table (unless there is a particular VERY tall terrain feature in the way) -conversely, such aircraft can also SEE anything on the table themselves, and thus potentially attack it.

No limit on visibility in normal circumstances; line of sight exists unless physically blocked.

MEASURING RANGES BETWEEN UNITS:

As most activity in STARGRUNT II is carried out using GROUPS of figures (UNITS), the measurement of such things as ranges and lines of sight is not quite as simple as measuring between two single figures. Whenever a distance needs to be measured or a line determined between two units, players must measure from the approximate CENTRE of each group of miniatures (normally from the "middle" figure in the group). A certain amount of common sense and "fair play" needs to prevail here - most cases will not be too contentious, but sometimes it could make the difference between one Range Band and the next - in certain cases like this it may be necessary to use an Umpire's adjudication or a die roll if you really can't agree in a gentlemanly manner!

It should be noted that using the notional "centre" of a group may mean that some figures in the unit may appear to be at closer or longer ranges individually, but it is always the distance to the group centre that is used for all game purposes.

A similar situation can arise when some of the figures in a group are in one kind of cover, and others in different circumstances (eg: if two figures in the unit are behind a small bit of solid cover, and the rest are just in bushes). In this case, the standard ruling is that the type of cover or concealment applied to the unit is the one the MAJORITY (ie: more than half) of the unit are in. If a unit consisting of an even number of troops is split exactly half-and-half in two cover types, count the LESS protective cover as the default value (eg: if a six-man squad has three men in hard cover and three in soft cover, the unit would count as all in soft cover when fired on; if four of the troops were behind the hard cover and only two in the soft, then the whole unit would count as in hard cover).

In the same way, for a unit to be deemed "visible" for line-of-sight and line-of-fire purposes AT LEAST HALF of the unit's members must be in view of the firing/sighting element - thus if three of a six-man squad are fully out-of-sight behind a building or similar and the other three are in clear view, the unit as a whole is deemed visible for firing purposes.

ALTERNATIVE RULE: If the players prefer, and especially for small games with few units, if a unit has members split between two cover types (or some visible and some hidden) then the figures that are in the LESSER cover, or are clearly visible, may be fired on normally as if they were separate from their unit; the fire is conducted in the usual way, but when allocating any hits among the figures this is done ONLY between those in the sub-group fired at. Such fire may be carried out entirely at the discretion of the firer, but must only apply when the target group is in two or more different circumstances - it is not permitted to fire at a partial group if the entire group is in the same cover or circumstances.

When judging line-of-sight and line-of-fire to or from a vehicle, this must also be traced from the CENTRE of the model - thus if a vehicle model is partly hidden behind a terrain feature or building then it is only visible to the enemy if a line from the observer to the centre of the vehicle is not blocked by the terrain.

All distances and ranges are measured to and from the CENTRE of any group of figures. IF MORE THAN HALF a unit is in cover or hidden, then whole unit is hidden.

TARGET PRIORITY:

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

It is almost impossible to put down a watertight set of rules for this, as every situation will be different and must be judged on its own merits.

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

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

i) Units will generally engage an already-activated enemy unit rather than one that has not yet activated for that turn. [A unit that has already moved and/or fired has drawn attention to itself.]

ii) Units will normally engage enemies closer to them rather than ones further away, unless the nearer enemy poses less of a threat to the firer.

iii) Units will normally engage an enemy that is in the open, rather than one concealed or in cover, again unless the exposed element does not pose an immediate threat.

Hopefully you will by now appreciate why it is impossible to actually legislate about Target Priority. Every individual situation must be assessed on its merits, and a reasonable decision reached. As with any other rules disagreement, any real dispute can always be settled by the umpire or by a die roll.

Any unit will treat as a priority target the enemy unit that is seen as the greatest threat to the firing unit itself.

EFFECTS OF WOODS:

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

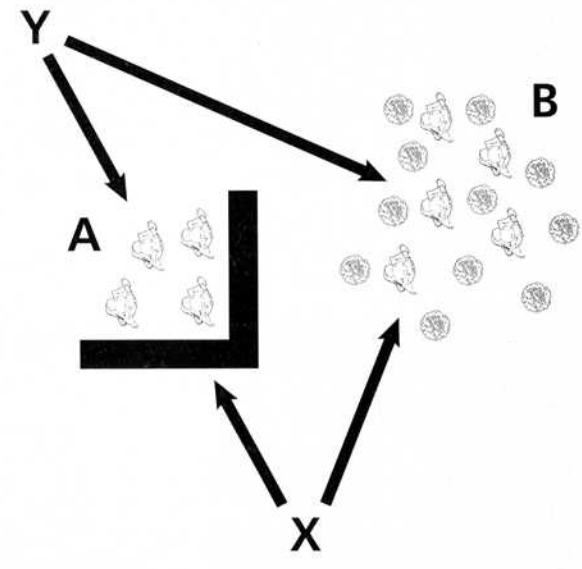
Any unit that occupies a Wooded area must be declared to be either WITHIN the wood (if its Mobility type allows this), or on the EDGE of the wood. To be counted as on the EDGE of a wood, the majority of figures in the unit must be in contact with the defined fringe of the wood area (it is useful if woods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

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

Units on EDGE of woods are in soft cover. Units WITHIN woods may only be engaged by others in same wood, then only by Close Assault or Artillery.

COVER AND CONCEALMENT:

Infantry units (and vehicles) may adopt 'covered' positions in bushes and scrub, in wood fringes and so on; such positions count as the element being in SOFT COVER (a vehicle "hull down" has the same effect). The unit in cover may fire and perform other combat actions normally, but receives defensive bonuses when being fired at. To qualify for the benefits of the cover, the majority of figures in the unit must be in physical contact with the feature that they are claiming cover behind or within.



> **Benefits of cover**
> Squad A is hiding behind a wall; Squad B is in a clump of bushes. Against incoming fire from Point X, Squad A gets hard cover from the wall, and Squad B gets soft cover. From Point Y, Squad B is still in soft cover, but Squad A is counted as in the open as the wall only gives cover in one direction.

If a unit is in cover of a solid object such as a wall, a clump of rocks or boulders, behind a hill crest or ridgeline etc., then they are taken as being in HARD COVER, which conveys greater benefits in terms of protection from fire than Soft Cover does.

Units in SOFT COVER always benefit from having their Range Die (Target Die) shifted up one type when fired at; units in HARD COVER get their die shifted up TWO types. Similar shifts are applied to the ARMOUR dice of units in cover - up one die for SOFT, or two for HARD cover.

A lot of cover, both soft and hard, is DIRECTIONAL - that is, it gives protection only against fire coming through the cover - for example, if troops are hiding behind a wall they will get a HARD COVER benefit from anyone firing at them from the other side of the wall, but NOT from any troops that get round behind them. If a unit is actually **within** an area of bushes, rocks or scrub (as opposed to hiding behind it) they may claim all-round cover.

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

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

UNITS IN POSITION:

Being IN POSITION represents a unit making the best use of what cover or concealment is available, with each trooper finding himself a good firing position with as much protection as the terrain allows. The better trained (ie: higher Quality) the troops are, the more easily they will be able to go IN POSITION - their Leadership is also a factor, as a good leader can ensure that his troops are doing what they should: *"Funk - get your ****ing head DOWN or I'll save the Euries the trouble and shoot you MYSELF...."*

Getting a unit IN POSITION takes one action, and needs a REACTION TEST roll. As no area of terrain on the table is ever really "clear", units may attempt to go IN POSITION even if out in the open - this indicates the men are prone and taking cover behind anything that is available - small rocks, clumps of scrub, small folds in the ground or whatever.

Of course, it is easier to go In Position when in decent cover than when out in open ground, and this is reflected in the Threat Levels applied to the Reaction test. If the unit is IN COVER (soft or hard), the Threat Level for the test to go In Position is 0; for units in the open, it is 2.

*Example: A Regular unit with a level 2 leader attempts to become IN POSITION; it rolls a D8 for its Reaction test - if unit is **in cover** the score must exceed **2** (LV + 0), but if **in the open** it must exceed **4** (LV + 2).*

Failing the reaction test means the unit does NOT go in position, and the action is wasted.

If the test is passed, the unit is marked with an IN POSITION marker and gains the benefits of being in position for as long as it does not move (it may freely carry out non-movement actions, eg: fire, observe, communicate etc.).

If a unit carries out a REORGANISE action while IN POSITION, it must take another reaction test (at the same levels as before) to see if it can REMAIN in position - failing this means the Reorganise action happens as normal, but the in position marker is lost.

When an IN POSITION unit wishes to move, the player has two choices - he may either spend an action to remove the IN POSITION marker (success is automatic in this case), and then move in his next action; alternatively, he may attempt to get the unit to move in the same action as he removes the IP marker: to do this he must take (and pass) a Reaction test at a Threat Level of 2 (whether the unit is in cover or in the open). Failing this test means the IP marker remains, and the unit cannot move - that action is lost. If the test is passed the unit may move as desired, using normal or combat movement to the player's choice.

BENEFITS OF BEING IN POSITION:

Units that are IN POSITION are more difficult to hit with both direct and indirect fire.

When an IN POSITION unit is fired on with direct fire, treat the RANGE as being ONE RANGE BAND GREATER than it actually is (so the Target Die will be shifted up one die type). This die shift is on top of any shift(s) due to soft or hard cover.

If the die shift puts the Target Die over a D12 then casualties are impossible.

Troops engaged by direct fire do NOT get an Armour Die shift for being IP - just the Range Die modification.

When figures from an IN POSITION unit are caught in the blast of any INDIRECT (Artillery) attack, shift their ARMOUR DIE up one die type (again, this is on top of any shifts due to cover) - this is because troops are less vulnerable to shrapnel and blast if they are prone and "hugging the ground". Thus troops that are in hard cover AND in position will actually benefit from shifting their die type THREE levels - two for the cover plus one for being IP.

This Armour modifier is an OPEN SHIFT, so if the targets' Armour Die should be shifted to over a D12 then apply any extra shifts to LOWER the IMPACT die of the blast.

Example: Troops in Full Combat Armour (Armour Die D8) are caught in an artillery burst of D10 impact value; the troops are in HARD COVER and IN POSITION, thus getting THREE die shifts - this would shift their D8 to a D14 (which of course does not exist), so the die used is a D12 and the extra 1 shift is used to move the firer's IMPACT die from a D10 down to a D8.

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.

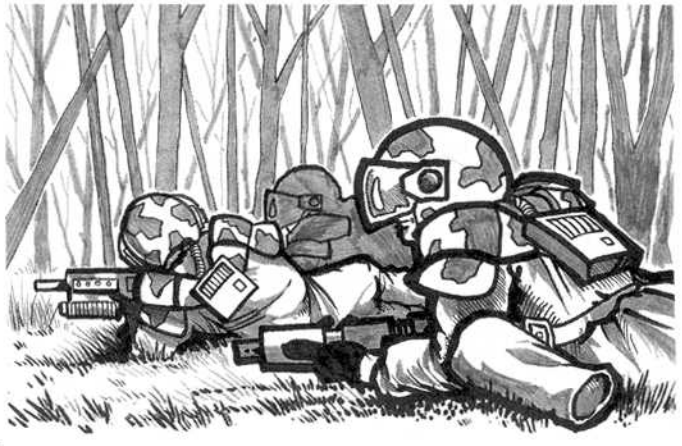
FIELD DEFENCES:

Field Defences covers the provision of man-made defensive positions such as hull-down emplacements for tanks and AFVs, trenches or foxholes for Infantry etc. Defenceworks like this should be represented on the terrain in such a way that they are clearly identifiable to all players, and agreed as such before the game; any unit that is declared to be occupying such a position gains the benefit of the defences, which provide HARD COVER against incoming fire (direct and indirect). Should the unit then move from that position it loses the benefit of the defenceworks; the defencework itself (being part of the terrain) naturally remains on the table and may be re-occupied later by either player's forces.

Given the timescale of the average SGII battle, field defences may only be used by forces that start the game deployed into these positions; the actual creation of such defenceworks is not possible within the time frame of a single game.

Most field defences such as foxholes and trenches give protection from all directions, though walls, barricades and berms will only give the protection to their front.

Units may go "In Position" while in field defences, thus gaining the cumulative benefits of the hard cover and being In Position. The usual IP rules apply as above.



5 SETTING UP THE GAME

PRELIMINARIES - SETTING UP THE GAME:

It is strongly recommended that STARGRUNT II games are played using SCENARIOS designed either by the players themselves or an umpire, which will usually specify things like force dispositions, objectives and so on; for some examples, refer to the SCENARIOS section on P.62. If you don't have a scenario prepared for the game or don't want to bother with one, then you may choose to play a simple ENCOUNTER or ATTACK/DEFENCE battle. The different set-up procedures for these types of game are detailed below.

TERRAIN SET-UP:

Before the game starts, the terrain must be set up either in accordance with the scenario to be played or otherwise to the satisfaction of the players; a good method for one-off games without a detailed scenario is that one player lays out the terrain, and the other then decides which end of the table he would prefer to play from. Assuming a conventional rectangular playing area, the table edge nearest to each player is termed his "baseline" - in most cases the two players' baselines will be opposite sides of the table. As a general rule, a player's units may only enter and exit the table over his own baseline, unless specified otherwise by the scenario being used (a possible exception would be where one of the player's objectives is to get some or all of his units off the table via his OPPONENT'S baseline).

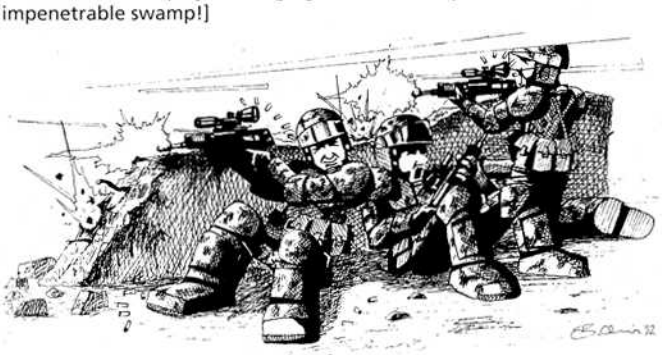
For most STARGRUNT II battles the terrain should be fairly cluttered and close, with plenty of cover in the form of vegetation, rocks and small hills/depressions; remember that few areas of "open" ground are actually flat and featureless in reality, even in desert or arctic areas. Areas of open space can be left in places if desired to form natural killing zones and choke points, but don't be surprised if most players avoid these like the plague!

DEFINING TERRAIN EFFECTS:

The terrain on the table has a number of effects on play - it can hinder (or sometimes assist) movement, block sight and fire lines, provide cover and protection for units and so on. It is important that both players agree before the game starts exactly what each piece of terrain represents. For example, areas of bushes and scrub provide SOFT COVER for troops, but if your vegetation consists of bits of lichen (model railway "moss") spread around the table you will need to define which clumps of it are actually sufficient to provide cover and which just represent isolated bushes. You might say that a clump or row of lichen of a certain size is enough for a squad to take cover in, while a few scattered small bits indicate an area of ground with enough light scrub and ground cover to impede certain types of movement.

The same thing applies to hills and raised areas - you must agree before the game which ones are low enough to see over and which block line-of-sight, which slopes are too steep for vehicles, and so on. Similarly, are any water areas (streams, rivers or lakes) on the table shallow enough for troops and vehicles to ford, or are they passable only to units with proper amphibious capability? Are gaps between hills or buildings wide enough for vehicles to pass, or are they only accessible to infantry?

[The reason we have left a lot of this open to agreement is that no two players' model terrain collections are ever likely to be exactly the same - what one player uses as a wood may be just a clump of bushes to another, and one player's rough ground area may be another's impenetrable swamp!]



ENCOUNTER BATTLES:

This is the simplest form of game. No units are deployed on-table until the game starts; both forces will enter the table from their baselines on the first turn of the game, and fight a mobile battle for possession of the table. Normally, neither force may employ hidden units, with the exception of any SNIPERS they have who may attempt to go into hiding during the game (see Sniper rules). Similarly, no fieldworks or pre-laid minefields may be used by either side. An encounter battle will normally be fought until one side withdraws from the table, either voluntarily or through adverse confidence results.

ATTACK/DEFENCE BATTLES:

In an attack/defence game, one player is designated the "defender"; his forces are deployed on the table at the start of the game, while the other player - the "attacker" - moves onto the table from his baseline in the first turn, as per an encounter battle. Exactly where on the table the defender can deploy his forces is up to agreement between the players and will probably be affected by the layout of the terrain; in most cases we suggest the defender should be allowed to deploy his forces up to the middle of the table (ie: halfway between the two baselines). The game can end as for an encounter battle, with one force being driven off the table, or more specific objectives may be agreed - for example, the attacker may win by taking certain terrain features that are held by the defender's forces at the start of the game.

OBJECTIVES AND VICTORY CONDITIONS:

Each player in the game should be given an OBJECTIVE for his troops, which sets out what his force is trying to accomplish in their mission. The type of objective will depend on the scenario being played, and in most cases will be fairly obvious from the scenario itself - if one player is laying an ambush for the other, then the ambusher's objective will be to cause as much damage to the other player's forces as possible without taking heavy casualties himself; the other player will have as his objective to get his forces safely across the table without getting them destroyed by the ambush.

In most cases the opposing players' objectives will be mutually exclusive, that is if one player achieves his objective this will usually prevent the other player from succeeding in his. This need not always be the case, however, as it is possible to design objectives so that both players can achieve their own successfully - this then becomes a race to see who succeeds first, with the possibility of a "drawn" game if both fulfil their objectives at virtually the same time.

Wherever possible, players should also be given a SECONDARY OBJECTIVE to attempt if they are unable to fulfil their primary one - in a simple attack/defence battle the defender might have as his primary objective to hold his defensive positions, but a secondary objective of inflicting maximum damage on the attacking enemy before withdrawing his forces if holding the line appears hopeless. If a player can fulfil his secondary objective while denying the enemy the chance to succeed in their own objectives, he may still be able to win the game.

In most games, a player may claim to have fulfilled his VICTORY CONDITIONS if he achieves his primary objective, or his secondary objective while ensuring that the opposition cannot succeed in their own primary objective. The game will usually end when one player can demonstrate that he has achieved his Victory Conditions, and this player is judged to have won.

We strongly suggest that each player is NOT made aware of what his opponent's objectives and victory conditions are, as this preserves the element of confusion about enemy intentions ands adds much suspense to the game. If an umpire is used then he can write up the objectives and hand them out to each player; if you do not have an umpire then a useful idea is to write down several different objectives on cards and have each player pick one at random - though this may sometimes give rise to some odd combinations, it can lead to some amusing games!

6 GAME SEQUENCE

OVERVIEW OF GAME SEQUENCE:

SGII is played as a series of GAME TURNS. During each turn, the players alternate in choosing one of their units (squads) to be ACTIVATED - they then make all the actions they wish to do with that unit; it is then the opponent's chance to pick one of his units to activate. As each squad gets activated, its quality/leadership counter (also referred to as an Activation Marker) is turned over to indicate that the unit has finished its activation for that turn. The only way that unit can then perform any other actions during that particular game turn is if it has an "extra" activation passed down to it by a senior command element (see rules for transferring actions, P.16); otherwise it must wait until the following game turn before being able to activate again.

Under most circumstances, there is no restriction on which unit a player may activate at which time - he may freely choose any of his still-unactivated squads, regardless of quality levels, leadership or any other factors.

ACTIONS AND ACTIVATIONS:

Please read the following definitions of these two terms carefully, as they appear throughout the SGII rules and are one major way in which the basic gameplay differs from DSII.

An ACTIVATION is when a player decides to do something with a particular unit, when it is his turn to do so in the game sequence. The ACTIVATION of a unit allows it to move, shoot and/or do other various things, after which its quality/leadership counter is flipped over to indicate that it has "done its thing" for that turn. Once a unit has been activated and has had its Activation Marker flipped over, it may not do anything else that game turn except in certain special circumstances (eg: if it is close-assaulted).

An ACTION, on the other hand, is the unit doing ONE THING such as moving, firing etc. Some actions are carried out by the entire unit (eg: movement), while some only concern the unit leader (eg: communication attempts) or a special weapons trooper (eg: firing a missile at a point target) - in all cases, however, one action is taken up irrespective of how many unit members it directly involves. During each ACTIVATION, a unit normally gets to perform TWO ACTIONS - for example, it might move (1 action) and fire small arms (1 action), OR move double-distance (2 actions), OR fire (1 action) while the squad leader attempts to communicate with another unit (1 action), and so on.

If a squad is all together (all men within unit integrity distance), one ACTION normally affects all troops in the squad, if desired (eg: it takes one action to make them all MOVE); if part of the squad has been divided off as a DETACHED ELEMENT for any reason (see P.17), then one action affects only ONE of the separated parts of the unit - so to get them both to move the squad leader would have to expend BOTH his actions, one for each part.

Note that even if all the squad is together, one action NEED NOT affect ALL members of the squad - the player may decide to have some squad members (eg: the ordinary troopers and the SAW gunner) fire at one target, while he uses the other action to make the squad's missile launcher fire at another target such as an enemy vehicle.

Players alternate in activating UNITS. ACTIVATION allows TWO ACTIONS.

SEQUENCE OF PLAY - THE GAME TURN:

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

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

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

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

The player with the SMALLER number of units on the table has the choice of whether to have the first activation of each turn, or to make his opponent activate first; this can be decided differently for each turn if desired. [OPTIONS: if preferred, the first activation of each turn can be decided randomly by die roll, or can alternate between players in each successive turn - use whichever method you are happiest with.]

Once one player has activated the LAST unit he has (or the last he wishes to activate that turn), the opposing player may activate any remaining units he has, one at a time, until he too has done all he wishes in the turn.

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

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

THE "TURN END PHASE":

When both (or all) players have conducted the Activations for all desired units, this completes the Game Turn. The TURN END PHASE consists of ALL inverted Activation Markers being turned face-up in readiness for the next Game Turn to start, and moving any markers that are currently on the "Inbound Chart" (see P.44). If players are recording the elapsed turns of the game using the turn track on the Inbound Chart, move the turn marker at this time.

7 ACTIONS

AVAILABLE ACTIONS:

When a unit is ACTIVATED, its LEADER is able (in normal circumstances) to perform TWO ACTIONS. The possible actions are divided into two types: MOTIVATION ACTIONS which consist of the Leader getting the rest of the troops in the unit to do something (eg: to move or fire) and LEADER ACTIONS which are the Leader himself doing something (such as communicating with another unit, observing for support fire etc.). The main types of actions available are as follows - certain ones require dice tests to be rolled successfully before the action is carried out, as noted.

MOTIVATION ACTIONS:

MOVE (normal or combat movement)*	No test required.
MOVE OUT OF COVER	Reaction test required if SHAKEN or lower confidence.
FIRE SQUAD SMALL ARMS**	No test required. [May INCLUDE firing support weapons at same target]
FIRE SUPPORT, SPECIAL or HEAVY WEAPON**	No test required.
CLOSE-ASSAULT	Reaction test required. [Takes up full activation, ie: 2 actions]
REORGANISE UNIT	No test required. [Includes Medical Treatment of wounded if appropriate]

LEADER ACTIONS:

COMMUNICATE*	Communication test required.
OBSERVE*	Spotting test required IN SOME CIRCUMSTANCES.
REMOVE SUPPRESSION*	Suppression removal test required.
FORM DETACHED ELEMENT*	No test required.
RALLY UNIT	Rally test required.
TRANSFER ACTION*	Communication test normally required (unless in direct contact).

* Actions marked with an asterisk on the table above may be DOUBLED UP, ie: the SAME action carried out (or attempted) TWICE within one activation, using one action for each attempt. Actions NOT marked thus may only be attempted ONCE in a given turn, but may (unless specified otherwise) be carried out along with another action.

** Unit may perform TWO fire actions, but only with DIFFERENT weapons; any single weapon may only fire ONCE per game turn.

This is just a list of the most common actions; other special or unusual actions may well be required in some games, so feel free to add to this list as desired provided everyone agrees to it.

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.

COMMUNICATIONS:

When it is necessary for two units to communicate, the success or failure of the attempt is resolved as follows:

Take the POORER of the Leadership Values of the two communicating units (ie: the numerically-higher LV), then roll a die type equivalent to the Quality level of the unit making the communication attempt (ie: the "sender" of the communication). For the communication to be successful, the die score must EXCEED the worst (ie: higher number) LV.

Example: If a REGULAR Platoon Command element with LV1 is trying to communicate with a GREEN squad leader of LV2, a D8 is rolled (for the REGULAR status) with a 3 or better needed on the die (ie: to exceed the poorer of the LVs, which is 2).

If a GREEN/3 unit was trying to communicate with a VETERAN/2, a D6 would be used to try and roll 4 or better.

This roll actually simulates quite a lot of things, such as whether the communication is clear or garbled, does it get acted on properly, and can a panicky junior officer under fire get the co-ordinates right when he requests support!

If the communication attempt is between two units that are more than one command level apart in the chain of command (eg: a Company command unit communicating with a Squad) then REDUCE the die type used by one for each additional command level between the two units.

Note that certain specialised communications, particularly calling for support fire, use variations of this rule - they are fully explained where they occur.

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:

One of the key uses of actually having command elements (eg: Platoon or Company commanders) present on the table is that in certain circumstances they can "transfer" one or both of their own actions (when they are activated as a unit) down their chain of command to a subordinate unit or units, thus allowing the subordinate to take an "extra" activation in a turn whether or not it has already used up its own activation.

For a superior officer to transfer an activation, he must make a successful Communication action in the same way as normal communications (see rules above). For example, for a Company commander trying to activate one of his Platoon commanders the die would be unmodified (this is a "normal" command chain link), but if he was trying to directly activate one of the platoon's SQUADS (thus bypassing the platoon command element) he would drop 1 die type for the communications roll.

If the communications action is successful, then the subordinate unit may immediately make a full ACTIVATION (two actions), just as though it was on its own normal activation turn; this is carried out BEFORE the opponent's next activation occurs, as it is all considered to be part of the superior commander's activation.

Note that the superior only has to use ONE of his actions in order to give the subordinate a full 2-action activation, and thus may attempt to communicate with and activate TWO subordinate units in the one turn if he wishes (though both must be resolved at the same time).

It is perfectly allowable for a subordinate activated in this way to in turn transfer his action(s) down to his own subordinates, subject to the usual rolls for success - thus it is theoretically possible that a Company commander could transfer his actions to two of his Platoon commanders, who could then in turn activate two squads each - thus the Company CO's activation actually results in FOUR squads being able to take extra actions, all at the same time, before the enemy can react to them; this is of great use in organising a final assault on a defended position, or moving up reserves, and is thus exactly the kind of thing that commanders are SUPPOSED to be used for; it is one of the quite reasonable benefits of having senior command on the table (balancing the tendency for them to become "fire magnets:" as soon as they appear!).

If a communications roll fails, it is assumed that the message either did not get through or was misunderstood (deliberately or otherwise!) and the action is wasted.

Special note: the above mechanism assumes reasonable battlefield communications, eg: by headset radio etc. EW may affect this in the same way as it affects any other communications.

If a superior commander is actually within 6" of a subordinate element, it is deemed to be within direct contact range and may transfer actions automatically without die rolls or risk of jamming - hence the advantages of "leading from the front", even on the future battlefield!

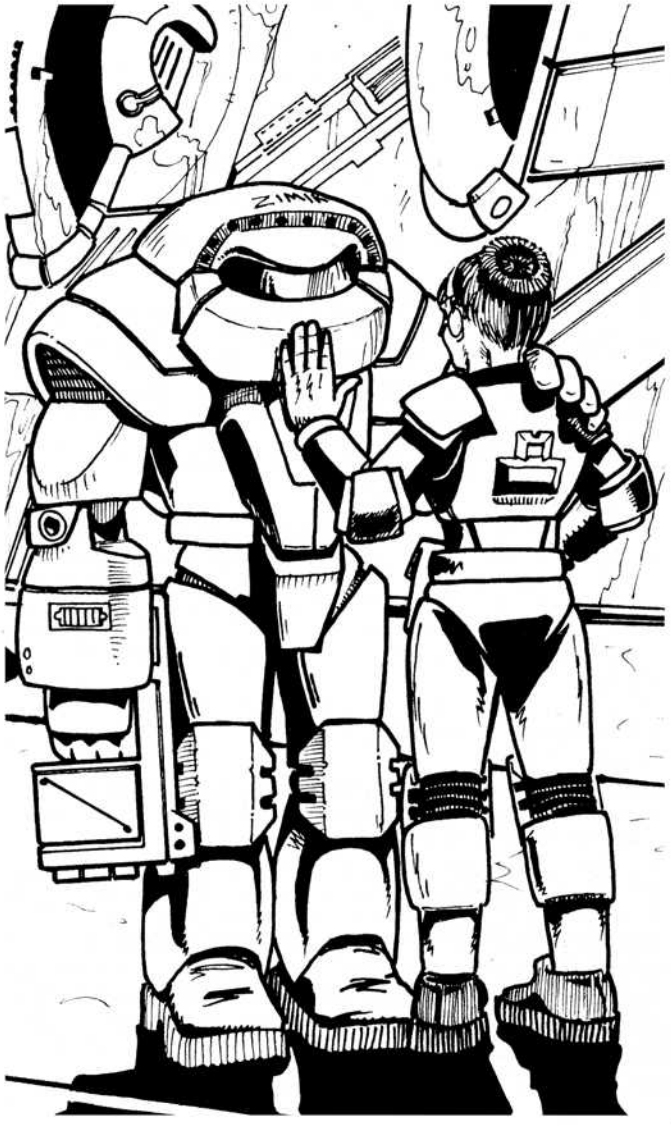
Roll as for COMMUNICATIONS, with Commander as "sender". If successful, receiver unit may immediately make full activation (2 actions). Commander can attempt to re-activate 2 subordinate units per turn, each with one Communication action.

THE REORGANISE ACTION:

"Reorganise" is a general action that can encompass a number of minor events: basically it involves the leader getting his squad back into good order, pulling in stragglers that have got themselves out of Unit Integrity and repositioning men to the best advantage of the unit. When a Reorganise action is used, the overall position of the squad does not alter - thus it is not "movement" as such - but individual figures may be moved around short distances in order to restore the conditions for unit integrity, change formation, move individuals into better firing positions and so on. During this action, Medics or other troopers are assumed to be able to move around among any wounded figures in order to provide treatment. Any or all of the figures in a unit may be moved in any combination of these ways within one Reorganise action. Although players should be allowed reasonable freedom in positioning figures during a Reorganise action, care should be taken that it is not misused by allowing the overall position of the unit to "creep" in an advantageous direction - if you want the whole unit to move, you must use a Move action!

A Reorganise action MAY be taken while a unit is SUPPRESSED, but only if the unit is currently in some sort of COVER (soft or hard). Units in the open cannot reorganise while suppressed.

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.



THE RALLY ACTION:

If a unit is suffering from lowered Confidence, it is possible for a superior command element to attempt to RALLY the troops - that is, to attempt to boost their morale and restore their Confidence Level. Firstly, the command unit in question must announce it is using an action for RALLYING, and indicate the unit it is trying to Rally; a Communication test must then be made (unless in direct contact), with the usual modifications if more than one command level exists between the two units.

If the communication attempt is successful, then a Rally test is rolled:

A Rally Test is similar to a normal Confidence test, and the unit being rallied 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 Platoon Commander (a "Veteran 1" unit). Adding the Leadership values of both units gives 3, and a D8 is rolled as the unit being rallied is of "Regular" quality. If the number rolled is 4 or higher (thus exceeding the required score), the unit will have its Confidence Level raised to SHAKEN (SH).

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

REGROUPING:

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

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

The Regrouping uses up the activation of the unit being joined, so its Activation marker is inverted. It also uses up any remaining action of the unit that has moved into contact.

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 men in each) and an "average" of the two Confidence Levels (rounded up if necessary).

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:

For most game purposes the basic "unit" of troops is the SQUAD, with all its members operating together - the Squad moves, fires and performs other actions as a cohesive group. There are certain circumstances, however, where it is necessary to separate a small sub-group from the squad and send them off to perform a separate function - obvious examples would be a recon team sent to check on something, a fire-direction team positioned in a suitable location to control support fire, or a SAW gunner and partner remaining in position to give suppressive fire as the rest of the squad moves to an assault. When a squad is divided in this way, the main part of the squad is defined as that which still contains the Squad Leader figure (even if this part is numerically smaller), while the separated group is termed the DETACHED ELEMENT.

A Detached Element is marked with a DET counter as soon as it is moved out of unit integrity with its parent unit; it takes one action by the unit leader to form a detached element (if figures are moved out of

unit integrity **without** being designated as a detached element, then the are simply separated and the unit is disorganised).

Once formed and out of unit integrity distance, the element acts as a separate "squad" in its own right, with certain limitations: the Detached Element may only do something when its parent squad activates, and the leader of the parent squad must spend one of his actions to activate the element, in the same way as a superior officer transferring actions down the chain of command (see "Transferring Actions"); when activated in this way, the detached element may perform TWO actions as a normal unit would.

If the main squad and the detached element are within 6" of each other, then the part containing the squad leader may get the detached element to activate by simple direct communication (still taking one action to accomplish); if they are more than 6" apart then a successful COMMUNICATION roll is required to get the detached element to activate, rolling against the LV of the unit leader.

Once a detached element moves back into unit integrity with its parent unit, the DET marker is removed and the element once again becomes part of the parent unit.

Note that detached elements should ONLY be used for specific purposes separate from the actions of the parent unit - the splitting-off of detached elements just to increase the number of actions available to the unit is NOT permitted.

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

SUPPRESSION:

SUPPRESSION is normally a result of fire combat, but we have placed it in this section because its main relevance is to ACTIONS, or rather preventing them! A unit is SUPPRESSED when it is fired upon effectively enough for its members to feel in danger of being hit (whether or not any of them actually are) and thus are inhibited from carrying out actions that would expose them to further risk. The main effect of suppression in game terms is that it stops a unit taking most actions until the suppression is lifted.

When a unit is SUPPRESSED, one of the SUPPRESSION MARKERS from the counter set is placed by the unit to indicate this.

SUPPRESSION OF INFANTRY UNITS:

Whenever a unit has had a SUPPRESSION result inflicted on it by enemy action and is therefore marked with a SUPPRESSED counter, it may not perform ANY actions (apart from certain exceptions detailed below). The SUPPRESSION counter remains in place until is is successfully removed - to do this requires the unit to be activated, and its Leader to expend one action, for which he gets to roll the unit quality die - if he scores greater than his own Leadership value, the suppression counter is removed and he may use his second action in any way desired. If the first roll fails, the player may try again with the leader's second action, but of course this means the unit may do nothing else until the next turn even if the roll is successful.

The the main use of suppression is to prevent the target unit from using one or both of its actions for, say, returning fire - you can thus "pin down" a unit so that it may be attacked in close-assault, or to allow your troops to cross a killing zone with less danger. Always be aware, however, that good quality units with decent leadership will find it relatively easy to remove suppression counters - for this reason we allow MULTIPLE SUPPRESSIONS as described below.

The only cases in which a unit MAY actually do something while suppressed are:

i) the unit may defend itself if close-assaulted (and then only by defending in the actual close-combat, not by firing at the oncoming assault);

ii) the unit may carry out a REORGANISE action, but ONLY if it is currently in either soft or hard cover; units in the open may NOT reorganise while suppressed;

iii) the unit's LEADER may still carry out OBSERVE or COMMUNICATE actions while the unit is suppressed, and of course may use an action to try and remove the suppression marker.

Note that it is not COMPULSORY for a leader to use an immediate action to try and remove the suppression; as the leader himself may still make OBSERVE or COMMUNICATE actions while his unit is suppressed, in some cases it might well be more important to call in that fire mission than to get his squad motivated again....

SUPPRESSION OF VEHICLES AND BUILDINGS:

Suppression markers may be placed against vehicles or structures (especially fortifications and bunkers) if they take fire that would produce a suppression result. Suppression of vehicles and buildings does NOT inhibit them for moving, firing and most other actions, but it does prevent their crew or occupants from doing anything that involves leaving the protection of the vehicle or structure - thus if a crew can operate all its weapons from inside the vehicle then they may fire as normal, but the commander may NOT stick his head out of the hatch in order to fire an external pintle-mounted weapon; this is why most external weapon mounts have provision for remote operation from under armour! Similarly, infantry aboard a vehicle may NOT dismount from it while the vehicle has a SUPPRESSION marker. Troops in a building which has a suppression marker may not exit the building from the side under fire, or from an adjacent side - they may however leave via the opposite side of the building to that fired on (we recommend that the suppression marker is placed against one wall of the building to indicate which side is under fire).

Suppression markers on vehicles must be removed by an action by the vehicle commander, while those on buildings may be removed by the action of any infantry unit occupying the structure.

MULTIPLE SUPPRESSIONS:

If a unit receives a another SUPPRESSION result while it already has a suppression counter on it, it gets another counter; a unit may accumulate up to THREE suppression counters in this way at any one time (any more over three are ignored), and each one takes a successful removal roll (and therefore at least one action) to dispose of it. Thus a player may fire several times at one enemy unit, with the intention of inflicting multiple suppressions and so pinning the unit down for a considerable time - perhaps long enough to get the assault troops in position to attack, or to get the C-Vac VTOL in to pick up the wounded.

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.

FSE Colonial Legion troops advance with their AGCI-5 APC.

8 CONFIDENCE AND REACTION

MISSION MOTIVATION:

The concept of Mission Motivation needs some explanation, because it is a key factor in the way SGII games are played. It can be considered as part of the morale/confidence system, in that it affects the psychological state of the troops and how they will fight; it is also something that is not often addressed in miniatures rules of this type, and hence the idea will be unfamiliar to many players.

MISSION MOTIVATION is an abstract representation of the importance that the troops on the ground place on the success of their particular mission, and is rated as LOW, MEDIUM or HIGH. Effectively, it determines at what point a force will change from its primary objective (usually destroying the enemy) to a secondary "survival" objective of getting their own men out safely. The idea is best explained with a couple of examples:

i) A platoon has been sent out on a regular patrol sweep, with orders to identify and report any signs of enemy activity ; engagement of any enemy units located is at the discretion of the platoon leader. This is a typical case of ***LOW*** *Mission Motivation - the troops are not certain that they will even make contact with the enemy, and if they do they have no real incentive to make a fight of it. If enemy forces are discovered, it is more than likely that the platoon commander will err on the side of caution and withdraw, especially if he starts to take casualties - it will not be worth the loss of his men when they can simply pull back and let a proper strike force take care of the enemy for them.*

ii) The remains of a platoon, now little more than a reinforced squad, is dug in to a hilltop position commanding the entrance to a mountain pass - the only route of advance for the enemy forces. Most of the friendly army is pulling back, and this unit has orders to hold up the enemy for as long as possible; little supporting fire is available, and no relief force is going to come. This situation has a ***HIGH*** *Mission Motivation, as the troops know that they must hold on as long as they can still fight; a mixture of honour, determination and strong leadership will keep them going in the face of overwhelming odds.*

In general terms, a LOW motivation mission will be one where the troops are unwilling to take what they see as unnecessary risks or to absorb more than a few casualties, because the importance of the mission is not enough to warrant them - someone else can mop things up later. A MEDIUM motivation mission would be a "normal" battle, where success is important (because the top brass says so...) and a certain level of casualties is accepted as the price to be paid, but forces will still withdraw if faced with unreasonable odds.

A HIGH motivation mission is likely to be either a last-stand defence as in the example above, or else a surgical strike/infiltration mission by a special-forces unit - the mission MUST succeed at whatever cost, as the price of failure would be too high.

In game terms, the function of the Mission Motivation level is to determine under what circumstances the unit will take confidence and reaction tests, and hence how fast (on average) it will lose its confidence levels and thus lose the will to fight on. For example, a LOW MM force will test virtually every time anything unpleasant happens to it, a MEDIUM MM unit less often and a HIGH MM force will only have to test under the very worst circumstances. The differences in the test criteria are set out in the table in the Confidence Level section.

Note that even a High Mission Motivation will not mean that a unit will AUTOMATICALLY fight "to the last man" - it is simply that casualties and other adverse circumstances will be less likely to make the force abandon its mission.

The level of Mission Motivation to be used for each side in a game should be determined by the scenario, along the lines of the examples given above; if no specific scenario is written then use default values of MEDIUM Mission Motivation for both forces.

Generally, all of one player's forces will have the SAME Mission Motivation level for a given scenario, but this need not always be the case - for example, a small force of good troops (probably Medium or High MM) might be supported by a backup force of local militia troops who could well be of Low MM - they have their own agenda for survival and will probably fade away into the countryside if things get nasty!

FATIGUE LEVEL:

In addition to the Mission Motivation level of troops involved in the game, the FATIGUE LEVEL of the force should be determined before the game starts; as with the MM, this is normally written into the scenario, depending on what has happened to the force in the period immediately before the game being played. There are three different degrees of Fatigue Level: FRESH (troops new to the battle area, eg: those just dropped from orbit or flown in from rear areas), TIRED (men who have been in the front line for some days at least, or who have had a long period of stressful garrison duty - perhaps in a firebase under constant harassing bombardment) and EXHAUSTED (those who have been in active combat for several days or weeks, on long forced marches, and/or have been on short rations and supplies).

The effect of Fatigue Level on the game is that FRESH troops start the battle with their Confidence Level at CONFIDENT (CO), those that are classed as TIRED will start off at STEADY (ST) and any that are EXHAUSTED will start at SHAKEN (SH); thus the more fatigued the troops are, the quicker they will approach a Broken or Routed state as things start to go bad. Troops that start the game with an ST or SH Confidence level due to fatigue may NOT be raised above this starting level during the game by rallying - this is the highest Confidence level they can attain without rest away from the battlefront.

8 CONFIDENCE AND REACTION

CONFIDENCE LEVELS:

In addition to its Activation Marker, each UNIT also has a marker placed by it at all times that indicates its current CONFIDENCE LEVEL. This is the state of the Unit's morale at any given time, and will fluctuate up or down depending on the Unit's fortunes during the battle.

The Confidence Level Markers (known hereafter as CL markers) are the GREY counters with WHITE letters on them - there are five different kinds, for the five Confidence Levels used in the game:

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

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

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

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

RO = Routed (morale shattered and running away!)

In general, most units will start a game with a CO (Confident) marker; however this is not always the case - a few units might well start at ST (Steady). If the scenario warrants it, there may even be units that start the game at SH (Shaken) - for instance, if they were the demoralised defenders of a position that had already been under attack for some time with no hope of relief forces. Except in very unusual scenarios, no unit should start a game at BR (Broken).

For a one-off game it is suggested that players mix some ST markers with the CO ones (and a very few SH if desired), and draw at random for each unit they have. If the rules for FATIGUE LEVELS are being used, then units will have CONFIDENT, STEADY or SHAKEN starting levels as dictated by their degree of battle fatigue.

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

There are certain circumstances where the unit's CL can actually RISE (eg: a Shaken unit could return to Steady). These cases are detailed in the rules for Rallying (P.17) and Casevac (P.54).

CONFIDENCE TESTS:

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

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 Activation marker) and ADD this to the THREAT LEVEL that applies in this case. This total is the score that must be EXCEEDED to pass the confidence test safely.

The player testing then rolls 1 die, the DIE TYPE being determined by the QUALITY of the Unit (as indicated by the colour of its Activation marker).

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

Example: a unit has a current CL of ST (Steady); it is a Regular ("Blue") unit with Average ("2") leadership; it is on a MEDIUM MOTIVATION mission. The unit has just taken its first casualty, which requires it to test confidence with a Threat Level of +2. Adding the Leadership to the Threat Level gives a total of 4; as it is a Regular unit, the player rolls a D8. If he is lucky enough to roll 5 or more then the unit's confidence will remain unchanged at ST. If he rolled 3 or 4, the unit's CL would drop by ONE level to SH (Shaken). If he was VERY unlucky and rolled a 1 or 2, this would be half or less than half the required score of 4, and the CL would drop by TWO levels to BR (Broken).

THREAT LEVEL TABLE FOR CONFIDENCE TESTS:

Note that the some Threat Levels in this table are cumulative, and some are not; if the table gives just a number (eg: 2), then that is a basic threat level - use just the HIGHEST one of these that applies to the unit at any given point. If the threat level is noted as a "+" number (eg: +2), then this is a cumulative modifier - any "+" threat levels should be ADDED to the basic threat level to get the final level.

	MISSION MOTIVATION		
	LOW	MEDIUM	HIGH
CIRCUMSTANCES FOR TAKING TEST:			
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

* NTR = No Test Required.

** Wounded figures (either treated or untreated casualties) are considered ABANDONED if the unit withdraws away from visible enemy units without taking their wounded along, leaving the wounded nearer to the enemy than their parent unit is. DEAD figures do not count in this case.

8 CONFIDENCE AND REACTION

IMPORTANT NOTE: There will be times when cumulative Threat Levels render it impossible for a unit to pass a Confidence Test, for example if a Green unit (rolling a D6) ends up with a total Threat Level of 6 or more; this sort of situation is quite acceptable in game terms, as it indicates a situation that is so bad that some drop in unit confidence is unavoidable. In such cases the test roll should still be made, as it is necessary to check whether the unit loses just one level of confidence or two (by rolling less than half the required number).

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.

RESULTS OF REDUCED CONFIDENCE LEVELS:

As a unit drops in Confidence, it may become reluctant to do things that are obviously dangerous; as the degradation of confidence becomes more severe, so do the restrictions on what a unit may do.

At **CONFIDENT (CO)** or **STEADY (ST)**, a unit may make any actions that are normally available to it.

At **SHAKEN (SH)**, a unit may not leave cover and move into the open, or to advance towards a located enemy, unless it passes a REACTION TEST. It becomes difficult (though not impossible) to get the unit to CLOSE ASSAULT the enemy.

At **BROKEN (BR)**, a unit in the open must move to the nearest cover (but must not move closer to any located enemy while doing so). Broken units may not leave cover except to withdraw further from all located enemies, and will only fire on enemy units that have fired on them. If Close Assaulted, they will immediately drop to ROUTED.

At **ROUTED (RO)**, the unit is effectively no longer capable of fighting; it must withdraw towards its own baseline (or designated rendezvous/ extraction point), and will not fire at anything. If there are enemy units within 12" and the unit cannot withdraw without moving closer to a located enemy, it will surrender.*

Note that all the above effects are cumulative, ie: a unit at Broken suffers all the restrictions of being Shaken as well.

* See Surrender and Prisoners rules (P.53) for full details.

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".

REACTION TESTS:

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

If the required score is EXCEEDED by the die roll, then the unit WILL carry out whatever action forced the test to be made; if the roll is EQUAL TO or LOWER THAN the required score then the troops will NOT carry out the action - they have decided it is much safer to continue to skulk in cover and pretend they have not heard the order to advance.... No change is made to the CL marker however, and the unit may again be ordered to carry out the same action next turn (in which case they have to test again, and may pass or fail in the same way). If a unit fails a Reaction test to carry out its FIRST action of the activation, then that action is lost - the player may not change to another action instead, but must move on to the unit's second action; this second action may NOT be an attempt to repeat the failed test, but must be a different action. The failed action may not be re-attempted until the FOLLOWING turn.

Example: A SHAKEN unit tries to leave cover in its first action, but fails its Reaction test; for the second action, the player may NOT attempt to get the unit to leave cover again, but MAY do something else (eg: fire). In the NEXT turn, he may once again attempt to motivate the unit to leave cover.

THREAT LEVEL TABLE 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

Reaction tests are also used in the CLOSE ASSAULT procedure - for details of threat levels for this refer to the CLOSE ASSAULT rules in chapter 15.

Note that MISSION MOTIVATION does NOT affect the Threat Level for REACTION TESTS as it does for CONFIDENCE TESTS.

For full explanation of IN POSITION and its effects, refer to P.13.

Umpires should feel free to use Reaction tests in other circumstances as they see fit - those given above should be considered examples and used as guidelines when setting threat levels for other tests.

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.

PANIC:

Panic is a special reaction that affects only lower quality troops, and represents their tendency to "freeze" when they make first contact with the enemy.

UNTRAINED units must test for PANIC the first time they come into line-of-sight of ANY enemy unit in the game.

GREEN units test for PANIC the first time they are FIRED ON by any enemy unit in the game, or the first time they SEE any unit of enemy ARMOUR (AFVs) or POWER-ARMOUR TROOPS.

REGULAR units only need to test for PANIC the first time they are attacked by any enemy that provokes a TERROR reaction (see Close Assault rules, P.43).

VETERAN and better troops NEVER need to test for PANIC.

To test for a PANIC reaction, roll a REACTION TEST at a threat level of 0 (so unit just needs to exceed their unmodified LV to pass). If this test is FAILED, then the unit PANICS - mark it with a PANIC counter.

While it is panicking, the unit may do nothing - not even the actions that it could normally carry out while SUPPRESSED; to attempt to remove the PANIC marker the unit leader must spend TWO actions (his whole next activation), and pass a reaction test at TL 0. Each time a unit tries to remove a panic marker and fails, if they roll a ONE then they also lose one level of CONFIDENCE.

Once a unit has tested once for PANIC and passed, or else has panicked but the PANIC marker has been successfully removed, the unit is no longer at risk of panic for the rest of the game - it has got over the shock of first contact.

[Note that the PANIC markers are also used in the reaction of Independent Figures (see P.26), but in this case the rules used and the results are different.]

Units test for PANIC when:

UNTRAINED first sight enemy; GREENS first fired on or see AFVs/ PA; REGULARS 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.

9 MOVEMENT

MOVING UNITS:

When a unit moves, the whole group of figures that represents that unit is moved the relevant distance; players should NOT get too picky about exactly how far an individual figure within the group moves, as long as the overall unit is seen to move the required distance. In general, it is suggested that the front-most figure of the group is moved a measured distance, then the other squad members simply moved up "by eye" to roughly their relevant positions.

MOVEMENT: TROOPS ON FOOT:

When activated, a unit may use one or both of its actions in order to MOVE. There are two different types of MOVE action available for troops on foot:

NORMAL MOVEMENT: in Normal Movement the unit may move up to its base mobility (in inches) for each action spent. A unit may use both its activations to move if desired, thus moving up to twice its base mobility.

No die roll is required for normal movement, unless a Reaction test is called for (eg: if a SHAKEN unit is trying to leave cover and advance) in which case the test must be passed before the movement can be made.

COMBAT MOVEMENT: a unit will use Combat Movement when it is trying to cover dangerous ground in short dashes, eg: when it expects to be fired on while moving. For each action of Combat Movement, roll the die type equivalent to the unit's base mobility (eg: if the base mobility is 6, roll a D6) and DOUBLE the die score; the result is the distance in inches that the unit moves.

When using Combat Movement, the direction of proposed movement must be stated by the player BEFORE rolling the die, along with the required end point of the movement (eg: if the unit is trying to run for an area of cover, the player would indicate the cover as the destination for the movement). The die is then rolled, and if the score is enough for the unit to reach its indicated destination then it does so safely, and may then stop. If the die roll turns out to be insufficient for the desired destination, the player MUST move the unit the full distance of the die score in the indicated direction; if this means that the unit ends its activation stuck out in the open, then this is exactly what happens - the unit is caught in mid-dash and may be fired on as a target in the open until its next activation gives it a chance to make it into cover. This gives an element of risk to balance against the advantage of the increased movement that may be gained from a good die roll. If the unit is using both its actions for Combat movement, each action is taken separately and the die is rolled once for each action.

Example: a unit of normal troops (base mobility 6) attempts to dash 15" across an open space into the cover of some scrub, using both its actions; for the first action, the player nominates the scrub as his eventual destination and rolls a D6, scoring 4 - this doubles to 8, and the unit moves 8". For the second action, the player gets lucky and rolls a 6, for 12" of movement - the unit easily covers the remaining 7" and reaches the scrub safely. If the player had been less lucky and rolled 1 on his second action, the unit would have been forced to move 2" and ended the move stuck out in the open in mid-run, still 5" short of safety.

Normal Movement is 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: (full kit, body armour if applicable)	**6"** (Combat movement **D6x2"**)
Very light troops: (light scouts with little equipment)	**8"** (Combat movement **D8x2"**)
Troops in "Slow" Power Armour:	**6"** (Combat movement **D6x2"**)
Troops in "Fast" Power Armour:	**12"** (Combat movement **D12x2"**)

Troops encumbered by heavy equipment (eg: carrying stripped-down heavy weapons in manpack loads) or carrying casualties move at one die type lower than normal - thus encumbered normal troops would move **4"** (or **D4x2"** Combat move).

TERRAIN MODIFICATIONS TO BASE MOBILITY:

The base mobility factors assume movement over clear, relatively unimpeding terrain; certain types of terrain features will slow down movement considerably, according to the type of troops which are attempting to move through it. Different troop and vehicle types have different definitions of what constitutes POOR or DIFFICULT going, as explained in the Terrain Types section, but when these circumstances apply the following movement costs are used:

CLEAR TERRAIN
costs 1" worth of Movement to actually move figure 1".

POOR TERRAIN
costs 2" worth of Movement to actually move figure 1".

DIFFICULT TERRAIN
costs 3" worth of Movement to actually move figure 1".

IMPASSABLE TERRAIN cannot be traversed by that troop type.

Neu Swabian League Infantry with their LKPzW VI MICV, supported by a Power Armour squad.

TERRAIN TYPES AND EFFECTS:

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

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

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

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

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

CULTIVATED: farming land, includes ploughed fields, paddyfields and similar plantations - quite difficult to cross quickly on foot or by vehicle.

SLOPES: moderate hills and rolling terrain.

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

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

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

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

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

TERRAIN EFFECTS ON MOBILITY:

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

NORMAL INFANTRY:

CLEAR = Open, Light Scrub, Slopes, Roads
POOR = Rough, Cultivated, Swamp, all Woods
DIFFICULT = Rivers/Streams (crossing only)
IMPASSABLE = Open Water (unless having amphibious capability, when counted as POOR)

POWER-ARMOURED INFANTRY:

CLEAR = Open, Light Scrub, Rough, Cultivated, Slopes, Roads
POOR = Swamp, all Woods
DIFFICULT = Rivers/Streams (crossing only), Open Water (wading along bottom)
IMPASSABLE = Open Water (unless having amphibious capability, when counted as POOR)

LOW-MOBILITY WHEELED VEHICLES:

CLEAR = Roads
POOR = Open, Slopes
DIFFICULT = Light Scrub, Cultivated, Rivers/Streams (crossing only at designated ford - otherwise impassable)
IMPASSABLE = Rough, Swamp, all Woods, Open Water (unless amphibious, when DIFFICULT)

HIGH-MOBILITY WHEELED VEHICLES:

CLEAR = Roads, Open
POOR = Light Scrub, Cultivated, Slopes
DIFFICULT = Rough, Swamp, Rivers/Streams (crossing only)
IMPASSABLE = All Woods, Open Water (unless amphibious, when POOR)

TRACKED VEHICLES:

CLEAR = Roads, Open, Light Scrub
POOR = Rough, Cultivated, Slopes
DIFFICULT = Light Woods, Rivers/Streams (crossing only)
IMPASSABLE = Swamp, Dense Woods, Open Water (unless amphibious, when POOR)

HOVER/GEV (Ground Effect Vehicle):

CLEAR = Roads, Open, Open Water, Swamp
POOR = Light Scrub, Slopes, Cultivated
DIFFICULT = Rough, Rivers/Streams (crossing only)
IMPASSABLE = All Woods

GRAV: (in ground-skimming mode)

CLEAR = Roads, Open, Open Water, Rivers/Streams (crossing only), Light Scrub, Cultivated, Swamp
POOR = Rough, Slopes
IMPASSABLE = All Woods (must use high mode to fly over)

WALKER VEHICLES:

CLEAR = Roads, Open, Light Scrub, Slopes
POOR = Rough, Cultivated
DIFFICULT = Open Woods, Swamp, Rivers/Streams (crossing only), Open Water (wading on bottom)
IMPASSABLE = Dense Woods

VEHICLE MOVEMENT:

Ground vehicles (this includes Hover/GEV types and Grav vehicles moving in ground-skimming mode) are moved in a similar way to infantry units, with each vehicle being treated as a "unit" in its own right.

Vehicles have the same two movement options as infantry, that is Normal movement up to a fixed distance, or Combat movement according to a die roll.

Normal movement for vehicles indicates that the driver is carefully picking his way over the terrain - an apparently "clear" stretch of off-road terrain is fraught with dangers for unwary vehicle drivers, and even roads in combat zones carry the ever-present risk of mines or booby-traps.

If the vehicle uses Combat movement, the driver has decided to make a dash for it and put his foot down. If the die roll is good, he has made it without mishap; if it is poor he has probably rammed a treestump or put a wheel down a nasty pothole - no damage is done, but it takes a few moments to get going again and he ends up not moving very far.

It should be noted that the actual speeds represented by vehicle moves in the game are in fact only a very small fraction of the theoretical 'maximum' speeds of the vehicles concerned. Most movement should be considered to be "tactical movement", with the vehicles darting from one covered position to another, spotting for the enemy etc., as well as having to negotiate all the myriad minor obstacles and obstructions that even a stretch of seemingly open, flat ground is in reality dotted with.

[There is another very good reason why we have kept vehicle movement rates low - that of playability. SGII is an infantry-based game; allowing vehicles to scoot from one side of the table to the other in a single turn, while perhaps being "realistic" in some cases, is very unbalancing to game play!]

BASE MOBILITY DISTANCE FOR VEHICLES:

For the purposes of STARGRUNT II, we have given ALL vehicle types the same base mobility; this is **12"**, which gives a Combat Move of D12 x 2 inches. As no vehicle is ever going to be travelling at anything near its maximum speed during a game, setting different Base Mobilities for different mobility types is really not relevant, especially as a lot of vehicle movement is going to be randomised by die rolls anyway.

Where the differences between mobility types do come into effect is in which terrain types they count as Clear, Poor or Difficult (as listed under Terrain Effects): the effects of these classifications are the same as for infantry movement.

Vehicles move same as Infantry.
Base Mobility for all vehicles = 12".

TRANSPORT OF INFANTRY:

Vehicles made specifically for transporting troops (ie: Armoured Personnel Carriers) may carry the number of troopers specified in their design - typically a squad of 8, but both smaller and larger APCs are common in some armies. Other vehicles may be used to transport troops, such as civilian-type trucks, jeeps and cars, and the capacities of such vehicles should be agreed by the players (a typical jeep or groundcar could carry 4-5 men including the driver, while a large truck might fit in as many as 20 or more). Getting troops into or out of a vehicle takes one MOVE action per squad/unit, during which neither the troops or the vehicle may do anything else. When disembarking from a vehicle, the troops should all be placed within 6" of the vehicle - they are then free to use their other action to move away, fire or whatever. To load troops in, the unit must be moved so that all figures are within 6" of the vehicle, then one action is spent to get everyone on board. If loading more than one unit into a large carrier or truck, it takes one action to get each individual SQUAD embarked, and each may only board when they are themselves ACTIVATED.

Some infantry-carrying vehicles (such as true MICVs - Mechanised Infantry Combat Vehicles) may be classed as having their own integral crews, in which case they may operate "empty" just as any other combat vehicle, and are considered to be "units" in their own right - they have their own activation and confidence markers and are fully independent of their carried infantry units. Others, particularly the "Battle Taxi" types of basic APCs, often do not actually have their own drivers or commanders - they will be driven by one member of the infantry squad, and commanded by the squad leader. These vehicles must therefore be parked up when the squad dismounts and may not do anything until the infantry re-mount, UNLESS the player opts to split the squad and leave some personnel aboard to operate the vehicle. If this is done, either the vehicle or the dismount team must be classed as a DETACHED ELEMENT (with all the relevant rules and limitations applying), depending on whether the squad leader stays in the "Trac" or dismounts with his troops. This rule applies even if the dismounts stay within Unit Integrity distance of the APC, owing to the difficulty of properly commanding the squad from inside the vehicle (or vice-versa).

Troops must be within 6" of carrier to embark;
1 action to load 1 squad.

TRAVEL MOVEMENT:

Travel movement is a special movement action which may be made in place of normal or combat movement, but ONLY when the unit is not expecting to be engaged in combat or be fired upon.Travel movement is used when a unit is required to move quickly, but at the cost of losing its immediate combat-readiness - the men will be marching with weapons shouldered or packed.

The unit must be formed into a COLUMN either one or two men wide, and in this mode the unit may not use actions for anything other than movement. Each figure in the column must be in base-to-base contact with the figure in front of it (or base centres within 1" if not using 1" bases). For each action spent in Travel Movement, the unit moves DOUBLE its base mobility in inches, so if it uses both actions it will actually move FOUR TIMES its base movement in the one turn.

It takes one action to form-up a unit for travel movement, and one action to get it to revert to either normal or combat movement: these are considered REORGANISE actions, during which the unit as a whole may NOT move, though the individual figures may be moved into or out of the column formation.

If a unit is fired on while in Travel mode, REDUCE the Range Die by one type, as they are caught in a very vulnerable state and are easy targets. In addition, any unit fired upon (by whatever weaponry) while in travel mode AUTOMATICALLY receives a SUPPRESSION marker, regardless of the fire result. After removing the suppression they must still use a reorganise action to get back into a combat-ready state.

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.

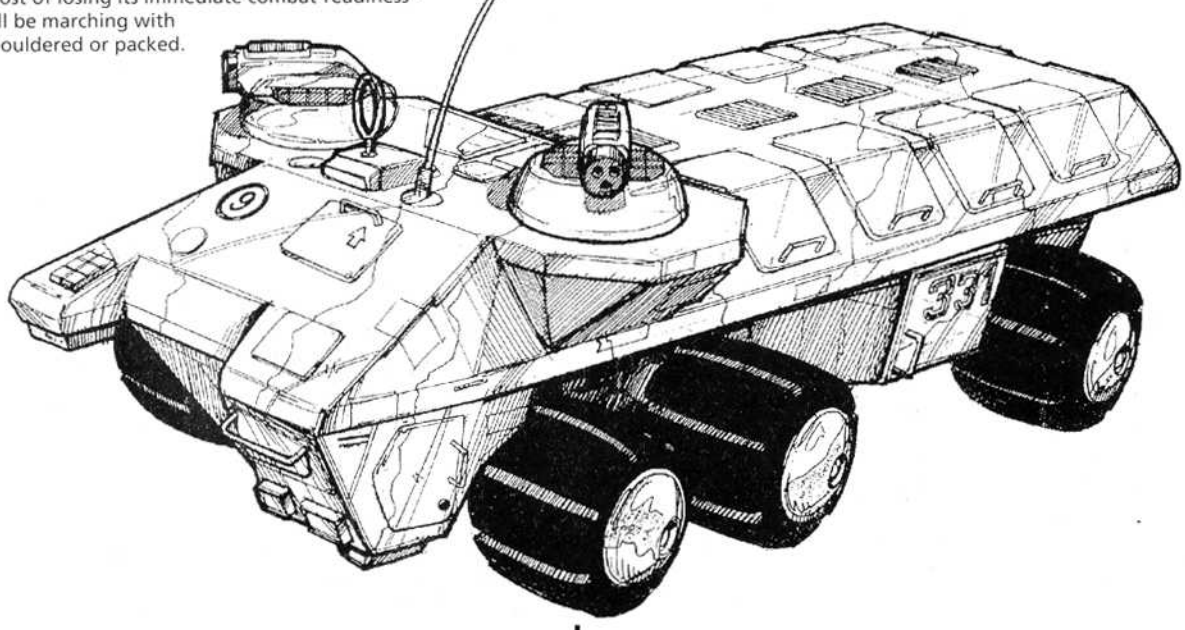
MOVING CASUALTIES:

Once a unit has taken casualties the player must decide what to do with them; if they cannot be evacuated or left in a safe area, then they must be abandoned (with the subsequent problems of Unit Confidence that this causes) or else carried with the squad until they can be got to safety.

If a squad moves on foot while carrying casualties, it is considered ENCUMBERED and moves as if one mobility type lower than normal - so a unit of normal infantry would move 4" instead of 6", and have a Combat Move die of D4 rather than D6. This applies whether there is one casualty or several being carried, but the limiting factor is that a squad cannot move more casualties than it has able-bodied personnel left; thus if an eight-man squad had taken four casualties the remaining four troops could move them, but if they took another hit they would have to abandon some of the wounded or else stop and wait for help.

Troops moving casualties may fire as normal - they are assumed to put the wounded down before taking the fire action!

Shift Mobility down 1 die type if carrying wounded.
One fit man can move only 1 casualty.



10 OBSERVATION AND HIDDEN UNITS

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 in the location occupied by the actual unit. The Hidden Unit markers (use the green counters marked with single letters) may be supplemented by a number of DUMMY markers - we would suggest 1D6 dummies for every 3-4 real units.

One 'real' marker is used per UNIT that starts the game in concealment, and must be placed in positions in which elements could be concealed from enemy reconnaissance (such as at the edges of woods, within groups of buildings, in bushes or scrub etc.). The placement of the marker represents the approximate centre of the actual unit's deployment area - when the figures are finally placed on the table they should be suitably spaced around the marker's location, within the limits for Unit Integrity. Any DUMMY markers are also placed in suitable locations, to confuse the attacking player.

During his deployment the player will need to note down in writing which of his units is represented by which lettered counter, to avoid any arguments or disputes later.

Hidden Unit markers are revealed and replaced by the actual units they represent in the following circumstances:

i) when the owning player first wishes to activate that unit,

ii) the first time that an opposing unit obtains a clear line-of-sight to the marker if it is in the open, or

iii) when an enemy unit makes a successful SPOTTING action on a marker that is in line of sight but is concealed (eg: in cover). Dummy markers are removed from play when thus revealed, while 'real' markers are replaced by the models they represent.

Note that inverted counters can also be used to represent hidden mines, booby-traps etc., but these are NOT automatically revealed when in line of sight; specific rules on these are given below.

Generally, units may not enter a 'hidden' state while the game is in progress, with the important exception of SNIPERS, who may go into hidden positions using their own special rules (see P.27).

SPOTTING HIDDEN UNITS:

A Leader (at any Command Level) may use an action to OBSERVE in an attempt to identify an "unknown" inverted counter. To resolve this, an opposed roll is made: the "target" (the player owning the counter being observed) rolls a die type depending on the distance from the observer to the counter - starting with a D4, go up one die type for every full 12" of distance; the die rises a further 1 type if the counter is in soft cover, or 2 types if in hard cover. If the target counter is also "in position", raise the die one more type.

The observer rolls two dice; one is his QUALITY DIE, the second is whatever die type is relevant to the form of SENSOR he is using - these are listed in the sensor types table below, and range from ordinary unaided vision (D4) right up to highly advanced electronics.

SENSOR TYPES TABLE:

Unaided Vision ("Mark 1 Eyeball")	D4
Aided Vision or Basic Electronic Sensors	D6
Enhanced Electronic Sensors	D8
Superior Electronic Sensors	D10

If BOTH the observer's rolls are less than or equal to the score of the owner of the counter, he has failed to identify it and the counter remains in place, still inverted. If ONE of the observer's rolls exceeds the counter's score, then the owner of the counter checks what the counter is (without revealing it at this stage) - if it is a UNIT (infantry or vehicle) he flips the counter over, to show that there is indeed something there; he does NOT actually place the miniatures on the table. If the counter is a sniper, mine, booby-trap or dummy, it is left inverted and the observer knows only that there is not actually a troop unit present.

Should the observer beat the target's score with BOTH of his dice, then if the counter represents a unit **or a sniper** it is revealed and the actual figures placed on the table; DUMMIES are removed from play, while mine and booby-trap counters are left inverted **unless the observer is within 6" of them**, when they are flipped face-up.

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" .

FIRING AT UNLOCATED TARGETS:

A unit may, if wished, fire on any inverted counter that is within line-of-fire. This simulates attempts to suppress troops that might or might not be there, allowing for speculative fire and "reconnaissance by fire". Fire is calculated exactly as normal, with the following provisions:

The "target" rolls a RANGE die as normal (as this is calculated by the firing unit's quality or weapon type), modified by COVER if appropriate (eg: if the inverted counter was hidden in some soft cover, he would increase range die type by one).

No casualties can result from speculative fire against unidentified counters; there is NO EFFECT from the fire UNLESS the firer manages to beat the target's best roll with TWO DICE OR MORE. If he is successful in this, then if the counter represents an actual unit it is flipped over, but the figures are NOT placed on the table - the presence of troops has been revealed by noise and movement when they came under fire (and maybe a scared trooper letting off a shot in response), but their strength and type is still uncertain. The unit thus revealed also receives a SUPPRESSED marker.

If the counter is anything other than a troop unit (a dummy, minefield, booby-trap etc.) then it is left inverted and unidentified.

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

DRONES:

Drones are tiny remotely-controlled flying reconnaissance units, operated by specialist teams of infantry; the drones themselves are expendable, and a drone team is assumed to carry several; each team may only control ONE drone at any one time.

Drones in flight are represented by the DRONE counters from the counter sheet.

If a Drone operating element is present on-table, it takes them one action to prepare and launch one drone; once a drone is in the air, the element may not carry out any actions except to control and spot with the drone - if they do anything else the drone crashes and is lost. Each action that the element is controlling it, the drone may either MOVE or SPOT; if it is moved, it can go in any direction up to a distance of 24" per action.

If it uses an action to SPOT, the drone may observe just as any other airborne unit; if it can see an inverted counter then that counter is revealed under the normal rules; for counters in cover then the drone must make a spotting roll with a die type relevant to its System level (drones may be BASIC, ENHANCED or SUPERIOR as for all battlefield electronics systems); the range for the spotting attempt is the distance from the drone to the target.

A drone may remain operational until it is recalled to its operator, shot down or otherwise lost.

A drone may be shot down by an enemy unit if the drone comes within ONE range band of the unit's weaponry (assuming the drone is a size 1 target); to attempt to shoot down a drone the firing unit uses one action and rolls its Quality die - if it beats the drone's system die roll the drone is shot down.

One action to launch drone. 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.

11 SNIPERS AND CHARACTERS

INDEPENDENT FIGURES:

There are some special cases where certain figures do not operate as part of a unit, but as single "independent" figures - these are SNIPERS and SPECIAL CHARACTERS. Snipers are fairly self-explanatory, and have their own rules governing their actions. A Special Character, on the other hand, can be almost any type of person, military or otherwise, which is introduced into a scenario as a bit of added background interest or maybe as a carry-over from another game. Special Characters will be out-of-the-ordinary types, normally the sort that could be regarded as Heroes (or Heroines, of course); STARGRUNT II is a game of military unit tactics rather than individual heroics, and we do not recommend the use of Special Characters except in occasional games - but every now and then they can be used to add something a bit different to an otherwise-standard scenario.

Independent Figures (including both snipers and characters) must each have an Activation Marker like that of a normal unit, but do NOT require a Confidence Level marker. The COLOUR of the activation marker still represents the figure's QUALITY, and the Leadership number is his self-discipline and motivation - how good he is at getting on with the job in the face of personal danger. Thus, for example, a "GREEN 1" counter on a sniper would indicate a newly-trained and inexperienced but highly motivated trooper, while a "VETERAN 2" would be a man with plenty of combat experience, but not so inclined to take risks.

An Independent Figure may be ACTIVATED at any time in the game sequence, in the same way as activating any unit in play. Like any unit, they get the chance to use TWO actions during their activation, and most of the standard actions available will apply to them.

Special Characters MAY act like Leaders if they are written into the scenario as such (eg: a Hero of the Revolution will probably be able to lead troops and make them do as he wishes, especially if he is leading them personally by example, but the Nerd Farmboy will be most unlikely to inspire the same loyalty in battle-hardened warriors!).

Independent figures may be joined to squads at any time, simply by moving them within Unit Integrity distance of the squad they are joining. Similarly, they may separate off from a squad they have been accompanying at any time by moving away from it. When an independent figure is accompanying a squad it is treated as a member of that unit in some respects, but it may still be activated separately and carry out its own actions if desired - each turn, the player may choose whether to have the figure share the actions of the squad or perform its own actions. An independent figure with LEADERSHIP abilities may act like a "senior officer", transferring his own actions to the squad and thus allowing them to do more than they would normally be capable of in one turn.

We can't cover every possible eventuality here, and fitting Special Characters into scenarios will need a reasonable amount of work and pre-planning on behalf of the players to "flesh-out" the characters and lay down what they can and cannot do, but, hey, that's half the fun!

Independent figures activate like units; may have Leadership ability if specified. May join or leave squads at will.

FIRING AT INDEPENDENT FIGURES:

When an independent figure is accompanying a squad, it is treated as a member of the squad for incoming fire purposes - that is, when dicing to distribute hits among the squad the independent figure is included in this and is an equally valid target as any other trooper in the unit.

If an independent figure is on its own, not joined to any squad, it may be fired on under the normal rules as if it were a unit in its own right; the normal fire procedure applies, but the TARGET DIE is shifted UP a die type to reflect the increased difficulty of hitting a single man rather than a group of troops. Thus if the independent figure is over one range band from the firers (and in the open), the range die would normally be a D6 but is shifted up to a D8 as the target is a single figure - if he was also in SOFT COVER it would rise to a D10.

Note that the actual effect of this is that independent figures can only be fired on at up to four range bands if in the open, three range bands if in soft cover or two range bands if in hard cover, as ranges greater than these will push the die type over D12 and thus make the shot impossible.

Independent figures may go "in position" using the usual rules, which gives them the usual extra die shift.

If an independent figure is unlucky enough to get hit despite its dice advantage, then there is no need to do the "Who buys the farm?" roll - any hits inflicted will be taken by the figure.

Independent figures may be SUPPRESSED like any other troops, and need to make the usual roll (against their own leadership number) to remove the suppression.

Independent figures that get caught in explosive bursts are diced for as any other figure - they get NO special die shifts in this case.

If with squad, fired at as normal squad member.
If separate, shift Target die up 1 type.

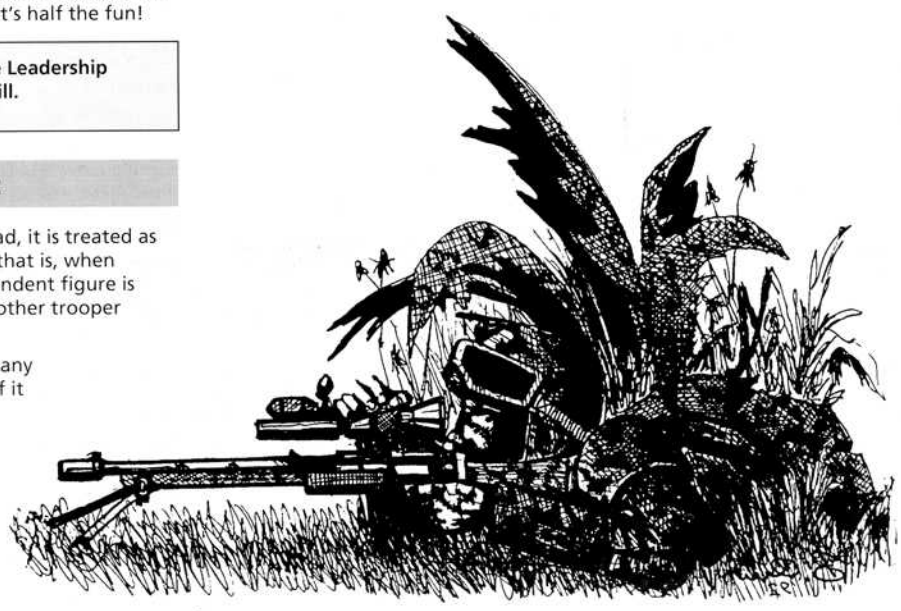
Treat as normal figure against explosive bursts.

REACTION OF INDEPENDENT FIGURES:

Independent figures take Reaction tests as any other unit does, with the same threat modifiers (if applicable) and the same results.

Confidence tests are also taken in the normal way, but because independent figures don't have a Confidence Level marker, they use a different method of reacting to the results. When an event occurs that would require the figure to take a Confidence test, roll it as for any other unit (using the figure's leadership rating as the number to beat, plus any threat modifiers as appropriate); if the figure fails the test, instead of the usual drop in confidence level it is given a SUPPRESSION marker, which has all the usual suppression effects and needs to be removed in the usual way. If the figure fails the test badly (a result that would normally drop TWO confidence levels if it were a unit) then give it one of the PANIC markers from the counter set; an independent figure with a PANIC marker suffers the same effects as if suppressed, and must roll to remove it as if it were a suppression marker, but if the player rolls a ONE when attempting this then the figure's nerve will go completely and the figure is permanently removed from play.

Test as normal; if drop one CL then SUPPRESSED, if two then PANIC. Roll of 1 when removing Panic = nerve failed.



11 SNIPERS AND CHARACTERS

SNIPERS:

Specialist Snipers are very deadly on the small-unit battlefield, as their role is to pick off the most important individuals in the enemy force - usually the leaders or special weapons men. They are very effective in SGII, so we recommend that their use is carefully limited in most scenarios to avoid unbalancing play. If your force includes a sniper or two, their correct use can be crucial to the success of your mission.

Snipers may be attached to ordinary squads, in which case they move and act with the squad as any other trooper - if they fire, they are considered as any other support weapon in the squad: they may either add their firepower die to the squad's small arms, or may fire on their own using a separate action. If a sniper fires in support of the squad's small arms, he may not choose a target figure - his fire is simply resolved along with all the rest; if he uses an action to fire separately, he may use the sniper fire rules as below.

It is when they split off from their squad and operate independently, however, that snipers become truly effective.

SNIPER FIRE:

When a sniper fires, the shot is resolved in a similar way to the normal firing process for a support or heavy weapon, but with a few variations: the target player rolls a RANGE DIE as usual, calculated from the sniper's Range Band (shifted upwards as usual for cover or in-position status), but this Range Band is TWICE that used for normal small-arms fire from troops of the sniper's Quality level - thus a VETERAN sniper would have a Range Band of 20" rather than the 10" of a normal Veteran trooper.

The sniper himself rolls two dice, his quality die and the die relevant to his particular type of sniper weapon (see below). Even if he fails with both dice, the effect is still a SUPPRESSION on the target - the psychological effect of coming under sniper fire is very high. Success with ONE die means that the sniper has hit one member of the target squad, but has failed to correctly identify a key figure - the soldier hit is determined randomly in the usual way. Success with BOTH dice means the sniper has picked out his target correctly and has hit him - the sniping player may choose which figure of the target squad is hit. Any figure hit must still be checked for wound/kill results with an Impact vs. Armour roll, so may yet survive.

When the sniper rolls his two dice, he should actually roll the QUALITY die first - the reason for this is that if he rolls a score of ONE with this die, he has given his position away as he fired, and his miniature is placed on the table.

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.

SNIPER WEAPON TYPES:

The list below gives the types of specialist sniping weapons used in SGII, with their Firepower and Impact die types:

Conventional Sniping Rifle:	Firepower **D10**	Impact **D10**
Gauss Sniping Rifle:	Firepower **D10**	Impact **D12**
Laser Sniping Rifle:	Firepower **D12**	Impact **D8**
Heavy Anti-Material Rifle:	Firepower **D8**	Impact **D12x2**

[Weapon notes: the high Firepower stat of the Laser rifle is due to its extreme accuracy, which more than outweighs its relatively low rate of fire; the Heavy Anti-Material Rifle (HAMR, or "Hammer" to the troops) is a high-calibre rifle specially designed to take out armoured targets.]

SNIPERS - CONCEALED MOVEMENT:

A trained sniper knows not to take too many shots from one location - he is the master of "shoot and scoot", taking a shot and then stealthily moving to another position nearby for his next one; his survival depends on remaining unlocated. When a sniper is in a hidden firing position (represented by inverted SNIPER counter), the player may place two DUMMY counters in suitable covered positions, each within 6" of the sniper counter. During his activation, the sniper may use one action

to change his position to one of the dummy counters; to attempt this undetected, the player rolls the sniper's Quality die - if the score exceeds the sniper's "leadership" then he has successfully managed to change position without being spotted - his own counter is swapped (still inverted) with the dummy counter. Obviously this swap should not be watched by the opposing player, who should be asked to turn his back for a moment! (Naturally either a certain amount of trust or an impartial umpire is helpful here to prevent any, er, "Gamesmanship"..) If the sniper fails to exceed his leadership, he is spotted while changing position and his figure is placed on the table in its new location, assuming that an enemy unit is in suitable line-of-sight to observe him.

[The player with the sniper may, if he wishes, try to double-bluff his opponent by rolling to move the sniper and then not actually moving him at all - the downside of this trick is that if he rolls badly he still has to reveal the figure!]

2 extra fire positions allowed. Exceed LV with quality die to shift to different position - failure = revealed.

SNIPERS GOING INTO HIDING:

If a sniper figure wishes to go from being "located" (figure on the table) to "concealed" (figure removed and replaced by counter) during the game, he may attempt to do so by using one action and rolling his quality die as for changing position. The sniper figure must, at that time, be in a suitable position (eg: in cover of some sort) - even a trained sniper cannot hide out in the open. A THREAT LEVEL of +2 is applied to this test, so the sniper must exceed his leadership +2 in order to successfully go into hiding. Provided he succeeds in this roll, the figure is removed and THREE markers are placed on the table, all in covered positions and each not more than 6" from the location the figure was in (each marker within 6" of the next). One of the markers - of course, the enemy does not get to see which one - is the sniper counter, while the other two are dummies; these represent the alternative firing positions that the sniper has chosen.

To hide, exceed LV+2; if successful place three inverted counters.

PERSONAL ARMOUR:

Many (if not most) infantrymen in STARGRUNT II will wear at least some degree of personal armour protection - this can range from partial light armour (a combat helmet, main or upper torso protection and maybe a few armoured pads on shoulders, legs etc.) right through complete armoured bodysuits up to heavy Power Armour suits.

Each type of armour protection is assigned an ARMOUR DIE TYPE, which determines how well it protects its wearer from injury - these are listed in the table below. This is the die type rolled whenever you have to check if the armour protects the wearer, and is normally used in an opposed roll against the firing weapon's Impact Die type.

Note that figures wearing no effective armour, including those in civilian clothing, count as "basic battledress" for an Armour Die of D4.

A helmet is assumed to be part of most troops' equipment even if otherwise unarmoured, but whether or not an individual miniature figure is actually wearing one does not affect its Armour Value category. As with many other aspects of the rules, players should determine and agree before the game as to what kind of armour their troops are taken to be wearing, which should in most cases be fairly obvious from the miniatures themselves.

ARMOUR TABLE:

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

SYSTEM QUALITIES AND LEVELS:

SYSTEM QUALITY refers to the level of sophistication and ability of the various Electonics and Sensor packages with which vehicles, weapons and sometimes infantry are equipped.

The different types of SYSTEMS include:

ELECTRONIC WARFARE (EW) SYSTEMS: Battlefield electronics systems carried by EW specialists to intercept and jam communications, provide electronic intelligence-gathering and disrupt enemy electronics.

FIRE CONTROL SYSTEMS: The package of sensors and computer modules that assist the Gunner of a vehicle in controlling Direct-Fire weaponry.

ELECTRONIC COUNTER MEASURES (ECM): Systems designed specifically to jam the guidance of incoming Missiles.

GUIDANCE SYSTEMS: The sensor and guidance package of a Missile Launcher (GMS), that determines how well the missiles can seek their targets and avoid enemy ECM.

Each SYSTEM is rated as one of three QUALITY LEVELS: BASIC, ENHANCED or SUPERIOR.

BASIC systems are exactly what they sound like - the simplest and cheapest form of the system, with relatively limited abilities; they roll a **D6** whenever the system attempts a task.

ENHANCED systems are better than Basic, costing more but having a better chance of doing their job successfully; **Enhanced** systems use a **D8**.

SUPERIOR are the top-line, state-of-the-art systems - the most complex and expensive, but also the most effective; Superior systems use a **D10**.

WEAPONS SYSTEMS:

Weapons in STARGRUNT II fall into three basic categories:

SMALL ARMS are the personal weapons carried by the majority of infantrymen, generally rifle-type arms but also including pistols, submachine-gun types and similar.

INFANTRY SUPPORT WEAPONS are things like Squad Automatic Weapons (light machineguns and their higher-tech equivalents), man-portable Plasma guns, small portable missile or rocket launchers and so on - anything that may be carried and fired by a single trooper.

HEAVY WEAPONS covers any weapon that is large enough to require mounting on a vehicle, or on a tripod, wheeled, hover or grav mount. Heavy Weapons range in size from medium/heavy crew-served machineguns right up to the heaviest tank guns.

WEAPONS TECHNOLOGY:

INFANTRY WEAPON TECHNOLOGY:

In the sort of background in which SGII is set, most common small arms are assumed to still fire projectiles of some sort. They may fire them by conventional explosive propellants (mainly using caseless round technology) or by injecting liquid/gaseous propellants into the firing chamber behind the round; alternatively they may employ magnetic accelerator (Gauss Rifle) mechanisms. The important thing is that a high-velocity projectile comes out of the business end of the gun, and damages its target by imparting lots of kinetic energy to it. Additionally, many small arms used in STARGRUNT II are capable of firing small airburst explosive rounds (usually from an over/under type secondary barrel), which will actually be used more frequently than kinetic-penetrator rounds in most infantry firefight situations.

Moving on from the "conventional" side of infantry weapons, we have the more esoteric stuff in the form of Directed Energy Weapons (DEW); this covers Lasers and Plasma/Fusion guns. In the technology levels assumed in our own background material, both these weapons are perfectly feasible for battlefield use and could in fact be issued to all troops as small arms - in practice they are not, for the same reasons that currently (in the late 20th century) we still use good old helicopters and conventional aircraft when we have ample technology to build VTOL aircraft - it is all down to cost-effectiveness, reliability and the like. Plasma guns are immensely powerful but are bulky, heavy and expensive. Lasers require huge power inputs to do much damage, have significant recycle times (hence low rates of fire) and are not good penetrators of armour. Both weapons are relatively fragile, complex and not terribly reliable. It is therefore considered much better to give the average Grunt a nice, old-fashioned, strong and dependable rifle that he can use easily, doesn't cost a fortune and will be unlikely to break too often.

Where the DEW systems ARE used is for specialist tasks. Plasma Guns are in common use with most major armies as a support and point-fire weapon, normally utilised as an alternative to rockets or missiles as an anti-hard-target system at squad or platoon level; their major disadvantage in use is the huge firing signature, made even worse by clouds of vapour caused by the standard practice of bleeding liquid nitrogen through the weapon barrel after firing to cool it for the next shot. Lasers are the preferred weapons of many snipers, who value their low firing signature and pinpoint accuracy over extreme ranges. For these benefits they can live with the low rate of fire and relatively low armour penetration capability - the sniper is used to placing each and every shot where it will count.

Portable rocket launchers, both reloadable and disposable one-shot types, are still in common use as cost-effective antiarmour weapons for the infantry. Unguided antitank rockets are cheap and simple, and though high-tech armour has reduced their effectiveness somewhat they are still popular with many forces - they also can't be "spoofed" by ECM or other countermeasures.

Infantry-carried missiles, in both the one-man GMS/P (Guided Missile System, Portable) and the larger crew-served GMS/L (Guided Missile System, Light) versions, are common in most armies. The missiles themselves are all of the fire-and-forget type, with sophisticated seeker heads that may be configured for operation against ground or air targets.

GMS/P launchers are often magazine-fed with three or four round capacities, while GMS/L systems use single tube-packaged rounds attached to a portable firing/guidance unit.

HEAVY WEAPONS:

Heavy Weapon types are defined by Size Classes in much the same way as vehicle sizes; weapons are generally available in sizes 1 (Smallest) to 5 (Largest), though not every different kind of system will be available in all sizes - for example, an RFAC is available in sizes 1 or 2 only, while an HKP only comes in classes 3 to 5. Full details of the possible sizes for each weapon type are given in the sections describing the weapon systems.

The Size Class of a weapon system determines the damage it can inflict and how much space the system takes up when mounting it in a vehicle; it also of course affects its potential range, but this is of fairly minor consequence in SGII (at least with the bigger systems) due to the short distances involved on the tabletop.

HEAVY WEAPONS SYSTEMS:

The weapons described below are the main types of vehicle-mounted heavy weapons, and are the same types as used in DIRTSIDE II. Players are, of course, free to develop their own additional systems if they wish.

RAPID-FIRE AUTOCANNONS (RFACs):

"Conventional" small-calibre shell-firing cannons.The RFAC is available in size classes 1 and 2 only, corresponding to 20-25mm and 30-40mm calibres respectively.

RFAC Base Impact Value D10.

RFAC Impact Value multiplier = size class, eg: RFAC/2 has Impact D10x2.

HIGH VELOCITY CANNONS (HVCs):

The HVC is the final development of the conventional high-velocity tank gun, generally a large-calibre weapon firing superdense saboted rounds; most are fin-stabilised smoothbores, and use liquid propellants. HVCs are available in size classes 3 to 5.

HVC Base Impact Value D10.

HVC Impact Value multiplier = size class, eg: HVC/4 has Impact D10x4.

HYPER-KINETIC PENETRATORS (HKPs):

A common tank/antitank weapon, the HKP uses a relatively small-calibre (but VERY long) barrel to develop hyper-velocities for its superdense long-rod penetrator rounds. Early models use liquid propellants, while the more advanced types use a very small plasma reaction to propel the round. HKPs are available in size classes 3 to 5.

HKP Base Impact Value D12.

HKP Impact Value multiplier = size class, eg: HKP/5 has Impact D12x5.

GAUSS AUTOCANNONS (GACs):

Autocannons that fire kinetic-energy projectiles by electromagnetic acceleration. GACs are small calibre weapons with a very high rate of fire, using solid slugs propelled at incredibly high velocities. GACs are available in size classes 1 and 2.

GAC Base Impact Value D12.

GAC Impact Value multiplier = size class, eg: GAC/2 has Impact D12x2.

MASS-DRIVER CANNONS (MDCs):

Larger magnetic-acceleration weapons, the heavier versions of the Gauss Autocannon. Primarily used as long-range tank killing weapons. MDCs are available in size classes 3 to 5.

MDC Base Impact Value D12.

MDC Impact Value multiplier = size class, eg: MDC/3 has Impact D12x3.

HIGH-ENERGY LASERS (HELS):

Combat Lasers project a very short but very high-intensity pulse of coherent light energy, causing damage to the target by the sudden massive overpressure and explosive vaporisation effects as the beam's energy is released at the point of impact.

When engaging point (armoured) targets, HELs use a single very high energy pulse; when they need to engage infantry or other dispersed targets a lower power setting enables the weapon to "sweep" an area with rapid-fire pulses of much lower intensity. HELs are available in all size classes (1-5).

HEL Base Impact Value D8.

HEL Impact Value multiplier = size class, eg: HEL/4 has Impact D8x4.

DIRECT-FIRE FUSION GUNS (DFFGs):

The "big brothers" of the Infantry Plasma Guns. Each round of DFFG ammunition consists of a hydrogen fuel charge, a flash laser ignition system to heat the fuel to plasma state and the power supply that holds the plasma in containment until fusion occurs, when the bolt is released down the magnetically screened barrel. DFFGs are available in all size classes (1-5).

DFFG Base Impact Value D12.

DFFG Impact Value multiplier is DOUBLE size class, eg: DFFG/2 has Impact D12x4, DFFG/4 has D12x8.

GUIDED MISSILE SYSTEMS (GMS):

Advanced guided weapons using "fire and forget" guidance systems. Effective armour-killers, but susceptible to countermeasures - it is relatively simple for a properly equipped vehicle to confuse and jam an incoming missile.

GMSs are available in size classes 1 and 2, which are denoted as GMS/L (light) and GMS/H (heavy) respectively. Infantry may only carry GMS/Ls, while vehicles may be equipped with L or H versions subject to normal size restrictions. When GMS/L systems are issued to infantry they count as crew-served heavy weapons - they are larger and more powerful than the little one-man GMS/P launchers covered in the Infantry Support Weapons section.

GMS Base Impact Value D12.

GMS/P Impact Value D12; for GMS/L and GMS/H Impact Value multiplier is DOUBLE size class, ie: D12x2 and D12x4 respectively.

CREW-SERVED WEAPONS:

Heavy weapons of size class 1 may be used on infantry-portable groundmounts, usually a tripod mounting with the complete weapon system being broken down into several manpack loads. The weapon crew will normally consist of between two and four men, and such a team is considered a unit in its own right. The weapon takes one action to set up ready for firing, or TWO actions if the crew is understrength for any reason. Tearing the weapon down for movement takes the same time as setting it up. When moving with the weapon system packed for transport, the crew count as ENCUMBERED. If the normal crew is reduced to half strength or less, the weapon may not be moved - it may, however, continue to fire if it has at least one crewman left.

Whenever a crew-served weapon unit is hit by fire, the weapon itself should be rolled for as if it was a member of the unit - if it is hit, it gets a D8 Armour Die - a KILL result will disable the weapon.

A crew-served weapon may be equipped with a Fire Control system; it fires in all ways like a vehicle-mounted weapon, but may NOT fire if the crew is SUPPRESSED.

Heavy weapons of size 2 and above may NOT be man-packed - they require either self-propelled or towed carriages.

AMMUNITION SUPPLY:

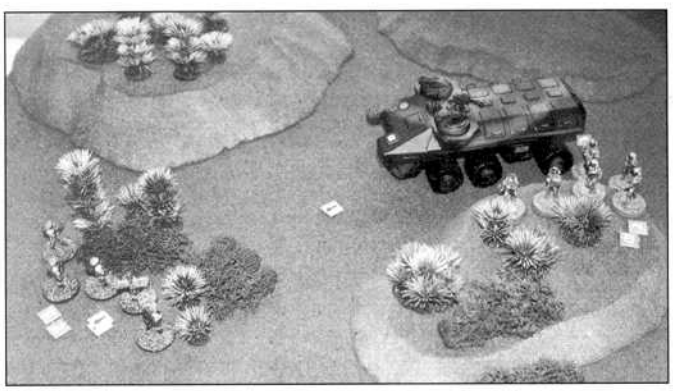
For most weapons, we ignore the question of ammunition supply - it is assumed that, for example, infantrymen carry sufficient small-arms ammunition for the length of a typical engagement. If you wish to run a scenario in which limited ammunition supply is a problem to one or both sides, then feel free to do so; you will however have to do a fair bit of paperwork to record ammunition usage by each of your units.

Where the ammunition supply does affect ALL games is in the case of weapons such as infantry-portable missile or rocket launchers, or any similar weapon that carries only a few rounds of ammunition (or is a single-shot disposable weapon). With these weapons, the figures carrying them should each be allocated a number of the "missile" counters - each counter represents one round of ammunition and is expended when fired.

Disposable one-shot weapons naturally only have one counter - when that is gone the weapon may not be fired again.

Magazine-fed infantry portable Missile Launchers generally carry three rounds, though two and four-shot types are possible; we suggest for general purposes allocating three shots (ie: three counters) to all these weapons, though if you prefer to use the actual number that relates exactly to the miniature figure then do so. When the counters are all expended the weapon may not fire again, though with the agreement of all players it may be permitted for troops to re-arm with extra rounds from a suitable point (usually their squad APC) by spending a Reorganise action next to the vehicle.

Each MISSILE weapon has a limited number of rounds available (usually 3). indicated by counters placed with figure; one counter expended per missile fired.



An FSE Squad (left) fires a GMS/P at an NAC Phalanx APC. Note the counter used to indicate the missile in flight, leaving the GMS operator with two remaining rounds.

GRENADES:

Hand grenades and launched grenades are both assumed to be in common use, but in game terms their effects are factored-in to the combat mechanisms and they do not need to be treated as separate weapons; the small-calibre grenades fired from infantry small-arms are included in the fire combat calculations (giving a bonus to the small-arms firepower of troops so equipped), while hand grenades are assumed to be included in the close-assault resolution - they can only be thrown about 4-5 inches of table range, so are within the realm of close combat weapons.

The only type of grenade weapon that is considered in its own right is the Automatic Grenade Launcher, which is covered in the Infantry Support Weapons section on P.34.

MULTIPLE LAUNCHER PACKS:

These weapon systems are used mainly by Power Armour suits, though they are sometimes found fitted to vehicles as additional anti-infantry weapons. An ML pack is a box launcher for a cluster of very small (20-30mm calibre) rockets, which are salvo-fired to saturate a dispersed target (ie: infantry) with a lot of grenade-sized warheads.

For game purposes, an ML pack functions as an infantry support weapon, in that it adds an extra die to the small-arms fire resolution.

Most suits are fitted with twin packs, one over each shoulder, but both are fired at once and count as a single salvo (ie: only one support die is added per trooper with ML packs, not one per individual pack).

Each ML salvo fired adds a **D8** support die to the unit's firepower.

For simple games we assume that ML packs carry enough rounds to fire unlimited salvoes during the game - if you wish to specify limited ammunition (we would suggest three salvoes per suit) and keep the appropriate records feel free to do so.

POWER ARMOURED TROOPS:

Power Armour troopers are "heavy infantry" in power-assisted combat suits, giving them superhuman abilities of strength and protection. PA troops have a tendency to consider themselves a bit above the average lowly Grunt, which can make for some animosities when they are mixed with "ordinary" infantry for missions.

Power Armour is not easy to operate without considerable specialist training, hence PA troops will generally be of good quality - in most armies only the best and most experienced troops are transferred to the Powered Forces, so most PA units will be at least VETERAN quality if not ELITE; some armies may have a very few REGULAR units of PA troops, but this is unusual. GREEN PA units are virtually unheard of, and an UNTRAINED man in a PA suit would probably kill himself and most of his comrades long before he sighted an enemy!

In game terms, PA units function just like any other infantry unit for most purposes - their movement rates and armour protection are better, but these are covered in the relevant rules sections.

The capabilities of Power Armour suits are are defined by their armour levels - Light or Heavy (these terms are entirely relative, as even "light" PA is much tougher than any unpowered personal armour) - and their mobility, Slow or Fast; a slow PA suit has the same mobility as an ordinary unarmoured trooper, while the fast suits are much more agile.

The highest tech suits are fast mobility and heavy-armoured; older obsolescent designs could be slow and light-armoured.

PA squads are formed in the same way as normal infantry units, though they generally tend to have fewer personnel - an army using 8-man infantry squads would probably only have 5 or 6 man PA units. A PA unit activates just as any other unit, with the usual 2 actions - it may use any of the actions available to normal infantry.

When conducting fire combat, a PA unit again operates just as any other infantry squad; the standard APW (Anti-Personnel Weapon) of a PA suit is basically equivalent to an ordinary infantry "rifle" and small-arms fire is worked out in the usual way.

13 VEHICLES

USE OF VEHICLES IN STARGRUNT II GAMES:

There is always a temptation, especially with the more "hardware-orientated" player, to use lots of heavy armoured vehicles that are totally unsuited to the kind of battle we are trying to simulate in SGII. As a rule of thumb, the types and numbers of vehicles in the game MUST be relevant to the scenario being played. For example, it would be most unlikely for heavy Main Battle Tanks to be present in both forces on the tabletop - logically they would have engaged each other at ranges of several kilometres, long before reaching the few hundred metres separation represented by the average SGII battlefield. It would, however, be perfectly reasonable to have a mechanised infantry unit with its APCs (and maybe a couple of light tanks in support) mounting an attack on a defended position of mainly light troops. If you wish to use heavy vehicles in any numbers, have them as an armoured column ambushed in close terrain by a suitably-prepared infantry force with lots of good anti-armour weaponry - you'll soon learn why tanks can't fight without infantry backup!

Any vehicle designed under the system given in DIRTSIDE II can be used with these rules; the weapon and system statistics and levels are basically the same between the two rulebooks, although you will find some work a bit differently here because of the great difference in groundscale - everything on a STARGRUNT II table is well within the closest range bands of a DSII game.

VEHICLE TYPES AND TECHNOLOGY:

SGII allows you to use any type of vehicles you wish, from conventional wheeled and tracked ones right up to Grav or Walker machines, depending on the technology available to the army you are using. You will need to decide what is the highest kind of technology your forces can use (eg: can they build Grav vehicles, or if not then can they afford to buy them from someone who can?), but don't forget that just because a certain level of high-tech is theoretically available that does not mean that all of a nation's troops will be equipped with it. High tech equipment is expensive to buy or develop in the first place, usually requires a lot of complex technical support and field maintenance, and may really not be worth while if a cheaper and simpler alternative will do the same job without the hassle.

In our own background, for example, Grav technology is available to most of the developed nations; just because it is available, however, doesn't mean everyone uses it all the time. Grav propulsion units are horrifically expensive, ludicrously power-hungry and require frequent tuning and attention by highly trained maintenance crews to keep them working efficiently. Even the first-line troops of the major power blocs tend to use Grav vehicles only where they are really useful - to equip a few top-quality strike units that are used to spearhead major assaults, and (maybe even more importantly) to show off in parades to impress the Holovid audiences! The vast bulk of "ordinary" troops still ride around in good, cheap and reliable wheeled, tracked or hover vehicles - that is if they are lucky enough to get to ride at all....

VEHICLE SIZE CLASSES:

Vehicles are referred to by their SIZE CLASS; this is generally from Class 1 (VERY SMALL) through to Class 5 (VERY LARGE).

The available Size Classes are listed below, along with some notes as to the kinds of vehicles that fall into each Class:

Class 1 (VERY SMALL): Very light scout vehicles, 'jeeps', fast attack buggies etc.

Class 2 (SMALL): Light scout tanks, small APCs (typically 4-6 man capacity), small armoured cars etc.

Class 3 (MEDIUM): Medium Tanks, APCs and MICVs (8-12 man capacity), light SP Artillery, most VTOL transports and gunships etc.

Class 4 (LARGE): Heavy tanks, larger APCs (usually those with a capacity of more than 12 troops), big SP Artillery pieces etc.

Class 5 (VERY LARGE): Superheavy tanks and similar very big combat vehicles, Interface Landers and Dropships.

The Size Class of a vehicle determines how much (and what kind of) equipment, weapons and cargo you can fit into it.

To determine how much CAPACITY a vehicle has for carrying weapons and other systems (and for transporting Infantry etc.), simply multiply the vehicle's Size Class by FIVE; thus a class 4 (LARGE) vehicle would have 4 x 5 = 20 Capacity points available.

Bear in mind that you do not have to use up ALL the capacity points allowed by the vehicle's size, especially if doing so would produce a ludicrous situation. This is especially true with the smaller size classes - a motorbike and sidecar is a size 1 vehicle, which gives it 5 capacity points - thus by the numbers it could carry FIVE infantrymen. This would be amusing, but not very sensible.....

VEHICLE DESIGN AND CLASSIFICATION:

VEHICLE ARMOUR:

Each vehicle type is assigned an ARMOUR VALUE, which is a numerical rating from 1 (very thin, used on light AFVs) to a maximum of 5 (very heavy Battle Tanks).

In STARGRUNT II, this value is used as a MULTIPLIER to a D12 roll when the vehicle ARMOUR DIE needs to be rolled; thus a vehicle with Armour Value 3 would roll a single D12 and multiply the result by 3, giving a range of possible results from 3 to 36.

NO VEHICLE MAY CARRY AN ARMOUR RATING HIGHER THAN ITS BASIC SIZE CLASS; thus a size 4 vehicle could only be fitted with a MAXIMUM Armour Value of 4.

The rated Armour Value actually indicates the armour used on the FRONT surfaces of the vehicle; the SIDES, TOP and REAR are assumed to have a value of 1 LESS than the frontal armour, except for those with Armour 1 which are assumed to be 1 all round.

Example: a vehicle with an Armour Value of 5 would have armour 5 on the front, but only armour 4 on sides, top and rear.

Note that "softskinned" vehicles - those with no armour protection, such as trucks, jeeps and civilian vehicles (which in DIRTSIDE II have armour 0) - use a D6 as their Armour Die, whatever face is fired upon.

OPEN-TOPPED vehicles count as SOFTSKINNED (Armour Die D6) against all INDIRECT FIRE, regardless of what other armour they have.

WEAPON SIZE CLASSES:

Weapon types are defined by Size Classes in much the same way as vehicle sizes; weapons are generally available in sizes 1 (Smallest) to 5 (Largest), though not every different kind of system will be available in all sizes - for example, an RFAC is available in sizes 1 or 2 only, while an HKP only comes in classes 3 to 5. Full details of the possible sizes for each weapon type are given in the sections describing the weapon systems.

The Size Class of a weapon system determines the damage it can inflict and how much space the system takes up when mounting it in a vehicle.

WEAPONS FIT LIMITATIONS:

The size and number of weapons that a vehicle may be fitted with is determined by its capacity points (from its Size class) and by the type of mounts (ie: fixed or turreted) that are chosen for the weapons.

When equipping a vehicle with weapons, select the LARGEST weapon to be fitted first; if it is to be in a FIXED MOUNT (ie: like a Tank Destroyer or Assault Gun), the amount of capacity that the weapon takes up is equal to TWICE the weapon's SIZE CLASS; if it is to be in a TURRET, capable of all-round traverse, it takes up THREE TIMES its SIZE CLASS. Example: a class 3 weapon (of whatever type) fills 6 points of Capacity if in a Fixed Mount, or 9 points if in a Turret.

[This capacity includes the gun mechanism, crew space, ammunition storage etc; turreted guns take more capacity due to the internal space required in the hull for the turret mechanism and so on.]

When further weapons are added to a vehicle that already has a turreted main weapon (including adding extra barrels of the same weapon type to make a multiple mount), all the additional weapons only occupy TWICE their class in terms of capacity - the extra bulk of the turret has already been accounted for in the primary weapon. Thus to put (say) a TWIN-MOUNT class 3 gun system in a turret would use up 9 capacity points for the first barrel, but only 6 for the additional one - a total of 15 points capacity for the twin-mount.

Infantry Support Weapons, when mounted on vehicles, take up ONE capacity point regardless of the type of mounting.

Most military vehicle types are assumed to have one SAW type weapon, such as a basic pintle-mounted machine gun, fitted for anti-personnel defence; this is a "free" weapon and takes no capacity points, but if you want to add any additional weapons of this type they will use one capacity point each. The basic free SAW is always assumed to be an EXTERNAL mount weapon with manual control, and thus cannot be fired while the vehicle is suppressed; if you want a remote-control SAW you can operate from inside the vehicle you have to pay the capacity for it!

Vehicle CREWS - the personnel actually required to operate the vehicle and its weapons/systems - do NOT cost capacity points; space for them is assumed to be part of the vehicle's basic construction. If constructing a troop-carrying vehicle, however, the space for carried infantry must be paid for in capacity points as this is the "payload" of the vehicle. The rates for infantry transport are 1 point per ordinary trooper carried, or two points per Power Armour trooper.

Examples:

1) A MEDIUM (class 3) vehicle has 15 capacity points. If we were building a "Tank Destroyer" with a large fixed gun, we could fit a single class-4 weapon in a Fixed Mount at a capacity cost of 8; this leaves us with 7 points over. Deciding that a fully-traversable secondary weapon would be a good idea, we mount a class-2 gun (maybe an RFAC-2) in a turret, at a cost of 6 capacity points - as we did not fit a turret for the main weapon, the extra capacity MUST be allowed for on the secondary weapon. There is ONE point left over, which we could use for a support weapon in the turret.

2) A SMALL (class 2) vehicle has 10 capacity points. If we wish to build a light APC to carry a small squad of 6 troops, this will cost 6 points for the infantry capacity, leaving 4 points for weapons; we decide to fit a GAC/1 in a remote turret, costing 3 points, and a co-axial machine gun (counting as an infantry support weapon) for the last point.

ARCS OF FIRE:

Weapons that are mounted in TURRETS have an all-round (360 degree) Arc of Fire, unless some specific feature of the particular vehicle design makes this impossible (for example, some multi-turreted designs available in model form have obvious limitations to the traverse of some or all turrets) - in such cases a 180 degree Arc is suggested for restricted-traverse turrets, 90 degrees each side of the turret's normal facing.

FIXED MOUNTS have much more limited Fire Arcs; a vehicle-mounted weapon in a Fixed Mount may only fire through a 30 degree Arc, ie: 15 degrees either side of the vehicle centre-line. Targets outside this arc may not be engaged without physically turning the vehicle, which counts as a MOVE action.

Guided missile launchers in fixed mounts are not subject to the same arc restrictions, as the missiles are steerable after firing; they are, however, unable to engage targets outside the 180 degree forward arc of the launcher's facing. [Some designs use vertical missile launch bins, which have an all-round 360 degree field of fire; the type fitted should be obvious from the model used.]

FIRE CONTROL SYSTEMS:

The basic firing system, being centred around infantry small-arms fire, assumes that most weapons are "manually" aimed and fired (often with some electronic support such as head-up targeting in visor displays, or gyromount harnesses for support weapons, but these are factored-in to the system anyway). When we get up to support and heavy weapons on vehicle or carriage mounts, however, we need to take account of the sophisticated electronic fire-direction systems that can be attached to such weapons. Vehicle or Groundmount heavy weapons may be equipped with FIRE CONTROL systems in three levels of sophistication: BASIC, ENHANCED or SUPERIOR.

Each heavy weapon system should have its FIRE CONTROL type specified; if there is no Fire Control type given then the weapon is assumed to be manually operated.

The Fire Control type determines the die type used (along with the operator's Quality die) when rolling for hits, as follows.

BASIC Fire Control: D6; ENHANCED: D8; SUPERIOR: D10. If MANUALLY operated D4.

Note that the Fire Control Die does not REPLACE the Quality die in the firer's roll, but supplements it - the Quality die remains as a representation of the level of experience and alertness in the vehicle or weapon crew, affecting their ability to locate and identify targets and engage them (even with all the electronic help in the world, an incompetent crew will still be incompetent!).

ECM:

Electronic Counter measures, or ECM, in this case refers to the specific countermeasures suites installed on vehicles as a defence against guided weapons fire. The ECM package consists of various jamming and disruption devices designed to confuse or deflect the guidance systems of missiles and similar guided weapons.

Like other vehicle systems, ECM suites come in three levels of effectiveness - BASIC (ECM die D6), ENHANCED (D8) or SUPERIOR (D10).

Whenever an ECM roll is required to defend the vehicle against a missile attack, roll the relevant die for the level of ECM carried. If a vehicle has no specified ECM suite, then use a D4 as a default die.

Note that a vehicle's defensive ECM suite should not be confused with the much more sophisticated and versatile EW (Electronic Warfare) systems carried by dedicated EW elements, which have many other offensive and defensive capabilities (see chapter19).

CAPACITY FOR WEAPONS AND SYSTEMS:

All DIRECT-FIRE WEAPONS:	Class x 2 if in FIXED MOUNT (or secondary to a turret-mount Primary weapon) Class x 3 if PRIMARY TURRET-MOUNT WEAPON.
GUIDED MISSILE SYSTEMS:	GMS/L = 2, GMS/H = 4.
SAW type ANTI-PERSONNEL WEAPON:	1 (first "free" SAW = 0).
INFANTRY SUPPORT WEAPONS on vehicle mountings:	1
INFANTRY TRANSPORT:	Normal infantry = 1 per man; Powered Armour = 2 per man.
COMMAND/COMMUNICATIONS SYSTEMS:	8 (essential for any Command Vehicle, eg: for a Company Command unit).

Fire control, ECM and guidance systems should be specified during vehicle design, but do not take up any capacity points. Decoy launchers, smoke dischargers and similar small external fittings similarly do not occupy capacity points.

14 FIRE COMBAT

GENERAL FIRE PROCEDURE:

When any FIRE action is made - whether firing the collective small arms of an infantry squad, firing a missile or a single shot from a heavy weapon - the basic procedure for determining the effectiveness of the shot is the same:

The FIRER and the TARGET players make a MULTIPLE OPPOSED ROLL - the firer will roll at least TWO dice, sometimes more, while the target rolls just ONE die in all cases. What these dice represent and how the die types are determined varies according to the kind of shot being resolved, but the results are always read in the same way:

If the FIRER fails to beat the TARGET'S die roll with ANY of his dice scores, then the fire attempt FAILS - a single shot misses, and small-arms fire is too inaccurate to cause any effect. If just ONE of the firer's scores EXCEEDS the target's roll, then the shot is deemed to be a MINOR SUCCESS - a single shot hits (but probably not at the optimum angle or a vulnerable spot), and small-arms fire is accurate enough to frighten the target troops and SUPPRESS them even though it does not actually hit anyone.

If TWO (or more) of the firer's scores EXCEED the target's score, then a MAJOR SUCCESS occurs - single shots hit cleanly and squarely on a target's weak spot, and small-arms fire is effective enough that some enemy troops are actually hit.

This roll is followed by various different procedures for determining the final results of the hits depending on the type of shot and type of target, but the above general rule holds true for all direct (line-of-sight) fire in the game.

IMPORTANT NOTE: as a general rule, NO WEAPON MAY BE FIRED MORE THAN ONCE PER TURN; a unit may perform two fire actions in one activation, but they cannot both be with the same weapon(s).

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.

The dice used by FIRER and TARGET for each type of weapon is as follows:

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

FIRING SUPPORT WEAPONS:
FIRER'S DICE: Quality die, Support Firepower die.
TARGET'S DIE: Range Die

FIRING HEAVY WEAPONS:
FIRER'S DICE: Quality die, Fire Control die.
TARGET'S DIE: Range Die

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

RANGE BANDS:

The RANGE BAND for any given weapon or firer is the distance after which the RANGE DIE (which is the die rolled by the TARGET player in the fire resolution) is shifted UP ONE DIE TYPE.

For every full multiple of the RANGE BAND between the firer and the target, increase the Range Die by one die type - shots at up to one Range Band start with a D4 as the Range Die, at up to TWO range bands the range die rises to a D6, at up to 3 range bands it goes up to a D8 and so on.

Shift RANGE DIE up one type for every multiple of RANGE BAND.

TARGET SIZE:

Everything in SGII, from infantry squads to vehicles and buildings, has a SIZE CLASS which indicates how easy or difficult a target it presents to someone trying to shoot at it. The SIZE CLASSES range from 1 (smallest, and thus hardest to hit) up to 5 (largest and easiest target).

All INFANTRY UNITS are considered SIZE 1 (Very Small) targets, regardless of how many men are in the unit. Infantry targets are also referred to as DISPERSED TARGETS, and any dispersed target is automatically a size 1 target.

VEHICLES and constructions are classed as POINT TARGETS, and their size class depends on what they are; very small point targets are size 1, right up to the largest at size 5. Details on typical vehicle sizes are listed in the vehicle design section (see P.31).

SMALL ARMS RANGES:

For all fire from SMALL ARMS and INFANTRY SUPPORT WEAPONS, the basic range bands are equivalent to the QUALITY DIE TYPE of the squad firing: thus to an UNTRAINED squad, one RANGE BAND is **4"**, to a GREEN it is **6"**, REGULAR **8"**, VETERAN **10"** and ELITE **12"**.

For every full multiple of the RANGE BAND, the RANGE DIE is shifted UP one type; further shifts may also be applied for the circumstances of the target - whether it is in any cover, or "in position" - as fully explained in the Cover rules (P.12/13).

Small arms fire is effective up to the point where the RANGE DIE would be GREATER than a D12 - when this limit is reached then effective small arms fire is impossible.

Against a target in the open, the range die starts at D4 for up to one range band, rises to D6 in the second range band, and so on - reaching a D12 when the range is up to FIVE range bands. Thus at OVER five multiples of the range band, the shot is impossible as the range die type would be more than D12; if the target was in soft cover any shot over 4 range bands would be impossible, as would any over 3 range bands if the target was in hard cover.

Example: a REGULAR unit has a basic range band of 8"; its maximum effective range against targets in the open is five times this, or 40". Against targets in soft cover the maximum effective range is 32" (four times the RB), and against targets in hard cover 24".

Note that certain weapon systems may be defined as being CLOSE-RANGE weapons (such as Shotguns and Machine Pistols); these are ONLY effective up to ONE multiple of its range band. (Actual Range Die used is still subject to shifts for cover etc.)

Small arms and support weapons RANGE BANDS = Quality of user. CLOSE RANGE weapons only effective to 1 RANGE BAND.

FIREPOWER:

The Firepower of a weapon is a measure of its ability to put down an effective amount of fire on a target; as such, the rating actually represents both the rate-of-fire of the weapon and, to some extent, its inherent accuracy.

The Firepower (FP) of a SMALL-ARMS type weapon is normally 1, 2 or 3. In general terms, FP 1 means single-shot or semiauto weapons, such as civilian hunting rifles, pistols and obsolete military arms, FP 2 covers automatic burst-fire weapons (most standard military combat rifles) while FP 3 represents which either output very large volumes of fire (eg: machine-pistols) or have an area effect such as shotguns.

Adding an explosive-round launcher (eg: an over/under grenade launcher, whether retrofitted or designed into the weapon) adds an additional 1 to the Firepower of the weapon.

It is also possible to have an FP of 0.5, which would represent a weapon with a VERY low rate of fire - archaic firearms, muskets, crossbows and the like; while such weapons are unlikely to crop up in many games, they could be found in the hands of very poor colonial forces or even low-tech aliens, "lost colonies" etc. - the possibilities are there, so use them if you wish!

The SMALL ARMS FIREPOWER DIE is the die type used to represent a squad's combined SMALL ARMS fire in the combat resolution. It is a measure of the amount of fire laid down by the troopers in the squad that are using small arms, and is calculated by multiplying the FIREPOWER of the weapon type issued to the squad by the actual number of troopers firing that weapon type. The result is expressed the nearest Die Type (rounded up) to the total Fire Value of the squad - so seven men with FP1 weapons would have a total FP of 7, so using a D8, while five men with FP2 weapons would total 10 and use a D10. If the total FP is 4 or less then a D4 is used, and anything over 12 still gets a D12 (there is no bonus for extra fire value points above 12).

Note that this FIREPOWER DIE is worked out only for the troops who are actually firing their small arms in this fire resolution - if part of the squad are carrying out a different action then they will NOT be counted!

INFANTRY SUPPORT WEAPONS, as opposed to Small Arms, have their FIREPOWER given as a DIE TYPE rather than a fixed numerical value; this is because each such weapon adds an extra die (of its Firepower type) to the combat resolution roll. Note that these weapons have different Firepower die types against DISPERSED (infantry) or POINT targets, to reflect their different effectiveness in the two cases - obviously, you use the die type relevant to what you are firing at.

Squad FIREPOWER = Small Arms Firepower x Men firing.
Support Weapons ADD extra dice to firer's roll.

IMPACT VALUE:

The Impact Value of a weapon system is the penetration/lethality effect of being hit by the weapon's rounds. [OK, we know that penetration and lethality are actually two very different characteristics, but at this level of game it is more practical to combine them into one factor]. The IV is represented by a DIE TYPE, and gives the die to be rolled when determining casualty effects from effective fire.

Impact Values range from D4 for relatively low-lethality weapons such as small handguns up to D12 for rounds with a high kill potential; true "heavy weapons" mounted on vehicles or groundmounts usually have IVs represented by MULTIPLIERS on a D12 roll, eg: D12x3, which indicates the result of a D12 roll multiplied by three (NOT three D12 rolls added together).

GENERIC WEAPONS TABLE:

A very large number of different weapons systems may be classified for use in STARGRUNT II to suit whatever background you wish to use. Listed below are some suggested "generic" weapon types, those specific to the individual nations/forces of our own optional background being listed in chapter 24.

Weapon Type	Range limitations	FIREPOWER	IMPACT
SMALL ARMS:			
Improvised Firearm (archaic designs, airguns etc.)	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.

Note that the GMS/P Missile system, though technically an Infantry Support Weapon, CANNOT be fired as part of a small-arms fire resolution - it must be fired using a separate action.

FIRE RESOLUTION:

The first step of fire combat resolution is an OPPOSED ROLL between the player controlling the squad that is firing (termed "the firer" from here on) and the owner of the troops being fired at ("the target"). The "Target" player will roll TWO dice, while the "Firer" will roll two dice PLUS one or more extra dice if his squad has support or special weapons in it which he wishes to fire at the same time.

THE TARGET'S ROLL:

The Target player rolls one die, known as the RANGE DIE.

Measure the range from firer to target; if it is UP TO ONE multiple of the firer's RANGE BAND, then the RANGE DIE is a D4; at over one Range Band but less than two, the die rises to a D6, and so one with a one die type increase per multiple of the range band.

If the target group is IN THE OPEN, the target player gets to roll the Range Die as calculated above. If the group is in any kind of cover, then the die gets shifted up further: if they are in SOFT COVER, shift up ONE further die type; if in HARD COVER, shift up TWO dice types. Being "in position" gets the target one extra die shift upward. If the die type is shifted OVER a D12 then the fire is automatically ineffective.

The score rolled on the final RANGE DIE type is termed the TARGET ROLL.

THE FIRER'S ROLLS:

The Firer will roll a MINIMUM of two dice, and possibly more (see SUPPORT FIREPOWER below); the two compulsory dice are a QUALITY DIE and a FIREPOWER DIE (or FIRECONTROL DIE for Heavy Weapons).

The QUALITY DIE is the squad's basic die type, as explained for the Target above; it represents the fact that better troops (while not necessarily being better individual shots) will perform more "controlled" fire that actually has an effect rather than just emptying magazines at random.

The FIREPOWER DIE will be the SMALL ARMS FIREPOWER die for the squad if you are resolving small-arms fire; if you are firing a single support weapon or heavy weapon then you will use the relevant firepower die or firecontrol die for that weapon type instead. If you are adding support weapons to small-arms fire (as explained below) then you get to roll ALL the relevant Firepower dice.

ADDING SUPPORT FIREPOWER:

If one or more troopers in a squad are carrying Infantry Support weapons such as Squad Automatic Weapons, Plasma Guns, Rocket launchers or similar then each of these weapons MAY (if desired by the player) be "added in" to the general firing of the squad at an infantry target. If they do so, then they may NOT be fired separately against a different target in the same turn - in other words, if you decide to fire your Plasma Gun in support of the small arms then you can't also fire it against a vehicle target in the same activation.

For each weapon system that the player wishes to add in to support the general small arms firepower, there is an EXTRA DIE added to the firer's rolls.

These extra dice are referred to as SUPPORT FIREPOWER DICE, and when rolled they are counted in just the same way as the two normal dice (Quality and Small Arms Firepower) rolled by the firer.

Example: the firer decides to use the Plasma Gun that one of his squad members is carrying to add to the firepower of the squad's small arms; the Plasma Gun's Support Firepower is a D6. When the firer rolls his dice for the small-arms fire, he may roll the extra D6 for the Plasma Gun as well as the usual QUALITY and SMALL ARMS FIREPOWER dice for the squad.

IMPORTANT NOTE: when you use support weapons to add to the firepower of a squad's small-arms fire, ALL potential hits scored are resolved using the Impact Value of the SMALL ARMS TYPE ONLY - the support weapons fired simply add to the weight of firepower, NOT to the impact results.

FIRE AGAINST DISPERSED TARGETS:

STEP 1: RESULT OF OPPOSED FIRE-EFFECT ROLL:

If ALL of the firer's die rolls (taken as individual numbers, NOT added together) are EQUAL OR LESS than the target's roll, then the target squad suffers no adverse effects - the fire was too wild and random to concern them.

If ONLY ONE of the firer's rolls EXCEEDS the target's roll, then the fire was good enough for the target squad to be SUPPRESSED by it, though it still causes no casualties. The target gets a SUPPRESSION marker, and the fire resolution ends.

If TWO OR MORE of the firer's rolls EXCEED the target's roll, then the fire is deemed FULLY EFFECTIVE and it may actually cause casualties to the target squad - in this case ADD UP THE SCORES ON **ALL** THE DICE ROLLED BY THE FIRER (including any that scored less than the target's rolls) and proceed to the next step below:

STEP 2: DETERMINING POTENTIAL HITS:

If you get a "Fully Effective Fire" result in the previous step, then the fire has been accurate and concentrated enough to (potentially at least) cause some casualties to the target unit.

As noted above, total up the scores on ALL the firer's dice. The number of POTENTIAL HITS scored on the target unit is the firer's total dice score divided by the RANGE DIE TYPE that the target used in step 1: thus if the target had rolled a **D6** as his Range Die then the total fire points will be divided by **6** to give the number of POTENTIAL HITS.

The effectiveness of the fire is thus dependent on the range to the target and its cover status (if any), so that as the range increases the firer will score progressively fewer potential hits.

If the total fire score is not an exact multiple of the Range Die type, then the points "left over" represent a CHANCE to inflict another hit: in this case, the TARGET player should roll the Range Die type once : if this roll EXCEEDS the left-over fire points, then NO extra hit is scored - if it is equal or less, then the firer gets to claim an additional hit. [This also applies if the total of fire points is less than that required for at least one automatic hit - a single roll with the range die type will give one hit unless the target player can roll over the total fire points.]

Example: the firer rolls 3 dice (for a squad with small arms and a SAW) and scores a total of (say) 18. The target squad is over one range band distant (but not as far as two), and is in soft cover - the target player would therefore have rolled a D8 (D4, shifted up one die type for the range plus one for soft cover) during the opposed roll for fire effect, and obviously didn't score enough to prevent the firer getting an effective fire result; whatever the target player rolled, it is his DIE TYPE - the D8 - which is important to this step. With the firer's total of 18, the DV of 8 divides into the 18 twice, with 2 left over. The firer thus gets two hits, plus a possible third - to avoid this extra hit the target player has to roll better than 2 on a D8 roll, if he fails in this then the third hit is inflicted.

Once you have determined the total number of potential hits inflicted on the target squad, you need to see out which of these translate into ACTUAL HITS, as below:

STEP 3: PENETRATION AND EFFECT:

For each POTENTIAL HIT, the firer and target make an opposed roll of just a single die each - the firer rolls the die type for the IMPACT VALUE of the weapons used, and the target rolls the die type for the ARMOUR his squad is wearing (as listed on the armour table below). If the firer's roll is LESS THAN OR EQUAL TO the target's roll, the shot has been stopped by the armour and there is no effect; if it is GREATER THAN the target's roll, then a WOUND is scored; if it is GREATER THAN TWICE the target's roll, then a KILL is scored.

Once the number of WOUNDS and KILLS inflicted on the squad is determined, these effects are randomly distributed among the target squad members as described in "Who buys the farm?" below.

Example: *Three potential hits have been inflicted on a squad, by enemy troops using Advanced Assault Rifles (Impact value D10); the squad under fire consists of troopers in Partial Light Armour, with an Armour Value of D6. For each potential hit, the players make a single opposed roll - the firer with a D10 and the target with a D6. For the first hit, the firer scores 3 and the target 5 - the shot is stopped by the target's armour, and he suffers no injury. Rolling a second time, the firer gets 6 and the target another 5 - this shot is a WOUND, as the firer has won the roll but not scored more than twice the target's roll. Finally, on the third roll the firer gets a 9 and the target a 4 - this is enough for a KILL result. The target squad ends up with one man dead, another down with a wound and a third examining the big dent in his combat helmet, trying to stop his ears ringing and wishing he had a change of underwear....*

STEP 4: ALLOCATING HITS, or "WHO BUYS THE FARM...?"

When a squad takes one or more casualties, it is usually necessary to determine which actual figures take the hits; this wouldn't matter much if all the squad members were the same, but in most units you will have at least a Leader figure and most likely one or more weapon specialists as well as the ordinary riflemen, so you need to know exactly who "gets it".

To determine this, simply roll the nearest die type to the actual number of figures in the squad (ie: for four figures or less use a D4, for 5-6 figures a D6, 7-8 a D8 and so on); now start at one nominated figure and count along the group until you get to the number you just rolled, which shows you who takes that hit. If you set a convention of always counting around/along a group in the same way (eg: left-right along a line, front-back along a column, clockwise around a "bunched" group), then there should be no disputes arising when using this method. (Of course, if you have five figures and roll 6 on your D6, go back to the first figure you counted and apply the hit to him; for this reason it makes sense that you should start counting at the figure who is either most exposed or otherwise most likely to get hit - eg: the one in the centre of the fire zone.)

It is perfectly acceptable for one figure to take two (or more) hits using this method; if any figure takes two or more WOUND hits in one fire resolution he is considered DEAD.

NOTE: if desired, steps 3 and 4 above may be performed in reverse order - you may roll to see who takes each of the potential hits BEFORE you see which of them have caused wound or kill results; though this means you will sometimes be rolling unnecessarily to distribute some hits that have no effect, it does allow you to use squads with mixed personal armour types.

Allocating hits: An eight man Pan African Union Squad has taken fire - the D8 score of 5 indicates the fifth man along gets hit.

SUMMARY OF INFANTRY FIRE PROCEDURE:

STEP 1:

TARGET rolls RANGE DIE.

FIRER rolls 2 or more dice: Quality die, Small Arms Firepower die, plus any Support Firepower dice.

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.

THE QUICK-AND-DIRTY OPTION:

The full small-arms fire procedure detailed above is the one we would recommend for most games of SGII, but there may be some cases - with exceptionally large forces, or if playing time is short - where players may prefer a simplified option. For such times, our suggestion is this:

Follow the normal fire procedure up to and including totalling the scores of all the Firer's dice; now, instead of dividing this total by the target's DV (his Range Die type), you divide it by the target's ARMOUR DIE type - thus if the targets are in D6 armour, divide the total fire score

by 6. If the target is in soft cover, raise the armour value by 1 die type, or by 2 die types if in hard cover. If wished, you can still make the extra die roll for any left-over fire points to see if an extra hit is scored.

Once you have the number of hits, this is the number of casualties scored - distribute them as normal, then treat each figure hit as "wounded" until they are checked by a medic (when you will find if they are dead, wounded or OK).

Using this alternative method skips the complete step 3 from the full fire procedure - no rolls of impact vs. armour are needed, and fire combat resolution is speeded up considerably. The down-side is that it takes no account of the differences in lethality between small arms types, and range has much less of an effect on the fire results; it is definitely less "realistic", though its effect on the overall game result may be very small.

Which method you use in entirely up to you; both work, but the "gun bunnies" and hardware freaks will probably prefer the full version. One warning: DO NOT mix the two systems in one game, as they will give different results - it is important that you clearly decide before the game which method all the players wish to use.

INDIVIDUAL FIRE OF SUPPORT WEAPONS:

When a player desires to fire a support weapon individually, rather than in support of general squad fire, he must use a separate ACTION to do so. In general, such fire is resolved exactly as for the normal squad fire procedure detailed above, with the exception that there is (obviously) no die used for the squad Small Arms firepower; the firer rolls just two dice, his QUALITY die (for the weapon gunner/crew) and the Firepower die for the specific weapon type, which is the same as the SUPPORT FIREPOWER die described above.

The RANGE BAND is the same as for small arms fire if the support weapon is being used by infantry, but can be higher (depending on target size) if the weapon is on a groundmount or vehicle. Potential hits are scored in the usual way, and when rolling to convert these into actual hits use the Impact Die of the specific weapon type.

Support weapons that are marked with an ASTERISK on the weapons table may be fired like HEAVY WEAPONS when firing at point targets, as they have enough power to cause real damage to armoured targets; those support weapons that are classed as SAWs fire only small-arms calibre rounds, and are subject to the SMALL ARMS AGAINST POINT TARGETS rules below due to their limited damage potential against anything but unarmoured targets.

FIRING SMALL ARMS AT POINT TARGETS:

Infantry squads may fire their small-arms at vehicle or building targets if they wish, but unless those targets are only very lightly armoured the fire will have very little effect.

The fire is rolled for in the usual way, using the Range band for normal small-arms fire (ie: the unit's Quality) to determine the Target's range die. The firer rolls his Quality die and his small-arms Firepower die, plus dice for any support weapons he is using. If the firer exceeds the target's roll with one die, he causes a SUPPRESSION result as usual (though this has limited effect on a point target); if he exceeds it with TWO dice or more, then the effect depends on how well armoured the target is: if the target is of armour class 2 or better, there can be NO EFFECT other than the suppression, but if it is armour class 1 or less (ie: if it has an armour die of D12 or less) then it is possible that the small-arms rounds will cause damage. In this case, roll ONCE ONLY for penetration as if a MINOR hit had been scored, so the Impact is just the basic value for the small arms type. Roll this against the Armour die, and apply results as follows:

If the Impact roll fails to beat the Armour roll, there is no effect.

If the Impact beats the Armour, then some rounds have penetrated the vehicle; go to the CASUALTIES step below. Other than this the vehicle itself is undamaged.

If the Impact is MORE THAN TWICE the Armour roll, roll for casualties as below, PLUS the vehicle is DISABLED.

If the vehicle is penetrated by small-arms rounds, some of the crew and/or passengers may be hit; roll for EACH occupant, using the figure's Armour Die, any that score 1 are DEAD, any rolling 2 are WOUNDED and those with 3 or better are unharmed.

Example: *An infantry squad with Gauss Rifles plus a Gauss SAW fire on a softskinned jeep carrying four men - a driver in ordinary battledress and three troopers in partial light armour. The opposed roll to hit is made, and the firer beats the target's roll with TWO of his 3 dice , thus getting a possible effective result. The jeep has an Armour Die of D6 as it is unarmoured - the D6 represents just its normal bodywork. Using the Impact die for Gauss small arms (D12), the firer rolls a 9, while the target gets just 4 on his D6. The firer has scored MORE THAN TWICE the target's roll, so the jeep is DISABLED; rolling for each occupant, the driver rolls a D4 and gets 3 - he is OK.The three troopers each roll a D6: one gets 4 and is thus safe, one gets a 2 and is WOUNDED, while the third is unlucky enough to roll a 1 and is thus KILLED. Not a bad result for the firer....*

As with anti-personnel fire, if a squad fires all its weapons at a point target the effects are all calculated on the Impact value of the SMALL ARMS only, so in most cases if firing at "HARD TARGETS" such as armoured vehicles then it is more effective to use a single specialised point-fire weapon such as a plasma gun or rocket launcher on its own; squad small-arms fire may cause several hits, but they are unlikely to do much damage.

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 RANGE BANDS:

The basic RANGE BAND for any heavy weapon against a SIZE 1 TARGET, such as an infantry unit or a very small point target is **12"**.

If the target is LARGER than size 1, you MULTIPLY the 12" basic range band by the target size class - thus against a size 3 vehicle one Range Band is 36", and against a size 5 target it is 60".

Note that any MAN-CARRIED and manually-fired weapons such as Small Arms and Infantry Support Weapons simply use their basic Range Bands against ANY size target; the multiplication of Range Bands described above is ONLY used for Heavy Weapons fitted to vehicles or groundmounts, to reflect their ability to fire accurately over much greater ranges than infantry-portable arms.

Heavy Weapon range band is 12" x Target Size.

IMPACT VALUES FOR HEAVY WEAPONS:

For HEAVY WEAPONS, the impact values listed on P.29 are for the SIZE 1 version of the weapon; for larger versions you MULTIPLY the impact value by the size class of the weapon, so for an HKP/3 you would use a D12x3, giving a possible score of between 3 and 36.

The listed impact values are for MINOR HITS on point targets - if you are lucky enough to score a MAJOR HIT then the impact value of the shot is DOUBLED, so in the above D12x3 example it would actually be D12x**6**, giving a possible range of 6 to 72.

Some VERY powerful weapons, such as DFFGs and Guided Missiles, have additional multipliers applied to their Impact values - these are listed in the Heavy Weapons table on P.29.

Heavy Weapon IMPACT: listed value x weapon size; DOUBLE for Major hits.

Heavy GEV Tank with armoured trooper.

ARMOUR VALUES OF POINT TARGETS:

As for impact values, the armour values of point targets are expressed as die types with multipliers; for armoured targets, the die type is always a D12 and the multiplier is equivalent to the level of armour class - so class 1 vehicle armour uses just a D12 roll (x1), class 2 armour uses a D12x2, class 3 a D12x3 and so on. Targets with protection less than class 1 armour (basically "soft" targets such as unarmoured vehicles etc.) each have just a die type without modifiers, similar to infantry personal armour - thus an unarmoured truck would be armour value D6, as its bodywork would be about equivalent to infantry partial light armour.

Note that the heaviest type of "infantry" armour, the Heavy Power Suit, has a D12 armour value and is thus the same protection as class 1 vehicle armour.

Armour value = D12 x armour class; Softskins have D6 armour.

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, give four possible arcs through which the vehicle may be fired at; all fire coming from attackers within the FRONT arc will strike the frontal armour, while that from side or rear will hit accordingly.

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

HEAVY WEAPON FIRE AT POINT TARGETS:

Point fire by heavy weapons is resolved in a similar manner to small-arms fire, in that it is basically an opposed roll between the firer and target player.

The TARGET player rolls a single RANGE DIE, which is determined by the Range Band relevant to the shot (as calculated above), modified for cover or other circumstances as applicable. Against this the FIRER rolls two dice: the QUALITY die of the weapon/vehicle crew and the FIRE CONTROL system die; if the vehicle has no Fire Control for that weapon (ie: the weapon is being fired manually) then use a D4.

If the firer fails to beat the target's roll with ANY of his dice, then the shot has missed completely;

if ONE of the firer's dice beats the target's roll, then he has scored a MINOR HIT;

if TWO (or more) of the firer's dice beat the target's roll, then he has scored a MAJOR HIT.

Example:

The firing player has a Scout Car with a 25mm Rapid-Fire Autocannon (classed as an RFAC/1); he is firing this weapon at an enemy APC, which is a size 3 vehicle. The RFAC/1 has a basic Range band of 12", but multiplying this by the target size class of 3 gives 36" - so one range band for the RFAC against the APC will be 36". The APC is currently 40" away from the firing vehicle, which is over 1 range band, so the target's Range Die is shifted up to a D6.

The Scout Car in which the firing weapon is mounted has a REGULAR crew and BASIC Fire Control for the RFAC. The firer will therefore roll a D8 for his crew quality and a D6 for the Basic Fire Control system. The target rolls a 4 on his D6, but the firer is lucky and rolls 7 and 5. Thus the firer has beaten the target with TWO dice, and gets a MAJOR HIT on the APC.

FIRER rolls Quality and Fire Control dice (D4 if no FC); Target rolls Range die.

Firer fails to beat target's roll with ANY dice = miss;

ONE of firer's dice beats target's roll = MINOR HIT;

TWO (or more) of firer's dice beat target's roll = MAJOR HIT.

ARMOUR PENETRATION AND HIT EFFECTS:

If a hit (major or minor) is scored, the players then make another opposed roll to see if the hit penetrates the target's armour. The target player will roll his vehicle's Armour Die (a D12, with the score multiplied by the vehicle's Armour Class), while the firer will roll his weapon's Impact Die (multiplied as required for the weapon's Impact value) - if a MAJOR HIT has been scored, then DOUBLE the final result of the firer's roll. If the firer's final score exceeds the target's, then the shot has penetrated the vehicle's armour.

A PENETRATING HIT that exceeds the target's armour score by MORE THAN TWICE the required number DESTROYS the vehicle completely - it "brews up" spectacularly and will be a burnt-out hulk past any hope of later recovery. A penetrating hit that fails to score enough to do this will DISABLE the vehicle, putting it completely out of action for the rest of the game but leaving it recoverable and repairable after the battle. Whether a vehicle is destroyed or just disabled has a significant effect on whether its crew or occupants get out alive, as described in the section on Vehicle Occupant Casualties on P.39.

Example:

Continuing the example above, the target APC has Armour 2 (Armour Die D12x2). The RFAC/1 has a basic Impact Value of D10, but as the hit was a MAJOR one then the penetration score will be doubled - it will effectively be D10x2.

The target rolls his D12 and scores 4, which multiplied by 2 gives him 8. The firer rolls his D10 and scores 7; for a MINOR hit this would not be enough to penetrate, but as a MAJOR hit then the roll is doubled to 14, thus penetrating the vehicle - as it is not more than TWICE the target's score, however, the final result is that the vehicle is DISABLED by the hit rather than DESTROYED.

Note that if the firer had rolled 9 or more it would have been enough to penetrate even with just a minor hit, and with a major hit the total score of 18 would have been more than TWICE the target's final score, thus DESTROYING the vehicle.

If the penetration roll is FAILED by the firer, then the hit is a NON-PENETRATING one. This will not disable or destroy the vehicle, but can cause some damage such as immobilising the vehicle or knocking-out its weaponry and other systems.

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.

NON-PENETRATING HITS ON VEHICLES:

If a vehicle is HIT but the penetration roll then fails, there may still be some damage; roll a D6 - on a score of 1 or 2 the vehicle's SUSPENSION has been hit, and on a roll of 6 the external parts of its SYSTEMS have taken damage. Rolls of 3-5 have no further effect.

If the roll gives a SUSPENSION hit, the chance of damaging it (and thus immobilising the vehicle) depends on the type of suspension it has; roll a die for the suspension according to the type as given below, in an opposed roll against the Impact Value of the weapon (for a MINOR or MAJOR hit, as appropriate):

Civilian-type WHEELED suspension (trucks, jeeps etc.) roll a **D6**;

Military Hi-Mobility WHEELED suspension (wheeled AFVs) roll a **D10**;

TRACKED vehicles roll a **D10**;

HOVER vehicle skirts roll a **D8**.

GRAV and WALKER type vehicles both have their suspension systems (grav lift units and legs, respectively) protected by the same armour as the rest of the vehicle, and their suspensions cannot be damaged by a hit that failed to penetrate the hull armour in the first place.

If the IMPACT score exceeds the SUSPENSION score, then the vehicle is IMMOBILISED and can no longer move - it is marked with an IMM counter. No casualties to occupants will be caused by immobilisation, but the crew (and passengers if appropriate) should take a Confidence test at a Threat level of 3 - if they fail this they lose CLs accordingly and MUST bail out of the vehicle. If the test is passed, they may of course bail out voluntarily or may choose to remain on board - the weapons and other systems of the vehicle are still functional.

If a SYSTEMS hit is rolled, then the shot has caused damage to external sensors, aerials, vision systems etc.; this is automatic regardless of the type of weapon used, but such damage may be only temporary. Mark the vehicle with a SYS counter - while this is in place the vehicle may not fire weapons or use any electronic systems (including communication systems); it may move normally, and there is no effect to crew or passengers. Each time the vehicle is ACTIVATED while it has the SYS marker, the player may use one action in an attempt to remove the marker by getting backup systems on line to replace the damaged ones. This is attempted with a simple D6 roll - on a score of 5 or 6 the backups are functioning and the SYS counter is removed; the vehicle may now function normally again.

Non-penetrating hits: roll D6: 1-2 = SUSPENSION, 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.

INDICATING DAMAGED VEHICLES:

There are counters provided for marking damage to vehicles: if a vehicle is IMMOBILISED, place an IMM counter by it; if it has its SYSTEMS knocked out use a SYS marker, and if completely DISABLED use a DIS marker. If a vehicle is DESTROYED we recommend that it is marked with some cotton-wool "smoke" - you can also tip the model over if you want to!

CASUALTIES TO VEHICLE OCCUPANTS:

When a vehicle is disabled or destroyed by a penetrating hit from a support or heavy weapon, there is a strong likelihood that some of its occupants (crew and/or passengers) will become casualties; being inside a vehicle that is penetrated by a powerful round is a bit like being inside a liquidiser when it is turned on!!.

Roll once for EACH occupant of the vehicle, using the die type equivalent to their ARMOUR VALUE - thus embarked troops in Partial Light Armour would roll a D6 per man, while if the crew were just in normal fatigues they would only get a D4 each.

If the vehicle has been DISABLED, then the score that each man's roll must EXCEED to avoid them being injured is equal to the SIZE CLASS of the weapon type which knocked-out the vehicle; ie: if the vehicle was penetrated by an MDC/3 shot then the size class would be 3; in this case each man's die roll would have to score 4 or more for him to escape unscathed - a roll of 3 or less means that figure is a casualty.

If the vehicle is actually DESTROYED, then the Size Class of the weapon is DOUBLED for the purpose of these rolls; thus in the example above the MDC/3 would have an effective class of 6, and only troops rolling 7 or better would get out of the wreck - hence any in less than D8 armour are automatically casualties.

Once you have determined which figures are casualties, roll a D6 for each of them: they are DEAD on 1-3, and WOUNDED on 4-6.

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.

MEDICAL TREATMENT OF WOUNDED TROOPS:

The squad has taken fire: one man is down - under many game systems you just tip the figure over and the rest of the squad carry on. Right, now look at things from the point of view of the troops on the table: that isn't just a little lead figure out there, that is one of your squad mates - perhaps the guy that helped you make it through boot camp, or the one that pulled you out of the burning 'trac back on Neuheim.... now he's lying out there in the blazing sun, leaking his life away and screaming for a medic - are you just going to LEAVE HIM TO DIE??

When a Reorganise action is spent on the squad, any troopers who are WOUNDED (those marked with WHITE skulls) may be treated by their comrades and/or the squad medic (if there is one). This represents seeing if the casualties can be saved, and if so applying sufficient emergency aid to stabilise them until they can be Casevac'd to safety. In some cases, a casualty may even be able to return to combat immediately after the first-aid attention, should their wounds prove to be less serious than first thought (a field dressing and a big dose of No-Shok™ can work wonders...).

Note that ALL current casualties in the unit may be treated during one reorganise action.

For each casualty attended to by his ordinary squad-mates, roll a D6: on a score of 1 or 2, they are too far gone to save (at least with the limited resources to hand at that moment); remove the white skull marker and replace with a black one - the figure is effectively DEAD for game purposes. On a roll of 3 to 5, the casualty is STABILISED; replace the white skull with a "Red Cross" marker - the figure is now treated and full of painkillers and happy juice, no longer screaming and his comrades are now much happier about the situation; the figure will not, however, be able to take any part in the action and will need to be either parked somewhere safe or else carried around with the squad until an Evac can be arranged. Finally, if the roll was a 6, the patched-up soldier is back on his feet again and ready to resume fighting!

If a MEDIC figure is part of the unit, then ADD 1 to the score of the D6 roll described above; if a specialised MEDICAL UNIT (eg: a field ambulance and crew) is attending the unit then ADD 2 to each roll.

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.

POWER ARMOUR TROOP CASUALTIES:

When troopers in PA suits become casualties (it DOES happen - they are tough, but not quite as tough as many of them like to think...) but are not killed outright, the player should roll to see what happens to them IMMEDIATELY, rather than waiting until he uses a Reorganise action; this is because the automated systems in the suit include medical treatment facilities to stabilise the wearer until he can be properly helped, and usually also include full biomonitor links to the unit leader to inform him of the status of any "downed" suit and occupant.

Roll a D6, as for normal medical aid - on a **1** the wearer is fatally wounded - mark as DEAD; on a **2 to 4** he is wounded but the suit's systems stabilise him, on a **5** he is unhurt but the suit itself is wrecked (he is still out of the game, but is marked with a DISABLED counter as for a vehicle rather than with a stabilised casualty counter - all he can do is lie there in a half-ton of dead metal and wait for someone to get him out!) and on a **6** the suit switches to backup systems, pumps a few drugs into its stunned operator and gets him back into action.

In the event of a suit immobilisation (a 5 roll), a Reorganise action must be spent to get the trooper out of his suit - after this he may be represented by any unarmoured figure, probably armed with a pistol, and may either carry on with the squad or be despatched back to the safety of his own lines.

1D6 when wounded: 1 = DEAD, 2-4 = Stabilised wounded, 5 = Suit KO, 6 = OK.

GUIDED MISSILE FIRE:

GMS launchers use a similar fire mechanism to other point-target fire, with the FIRER rolling TWO dice - the Quality die of the missile operator and the Guidance die of the missile; instead of a Range Die, however, the TARGET player rolls one die according to the level of ECM (Electronic Counter-Measures) his vehicle is equipped with - if none, a D4; Basic ECM a D6, Enhanced ECM a D8, Superior ECM a D10. The RANGE to the target does not affect missile fire (all missiles are assumed to have effective ranges far in excess of any usable game table size), but a clear line of sight is required for target acquisition; if the target is in any kind of cover, shift the ECM die up one type.

IMPORTANT NOTE: Although classed as an Infantry Support Weapon because it is man-portable, the GMS/P may NOT be fired in support of a small-arms fire resolution - it may ONLY be used in a separate fire action.

Guided Missiles roll Quality die and Guidance die, vs. Target ECM die (D4 if no ECM). Shift ECM die up one type if in cover. No RANGE limit on GMS fire.

GMS may fire in separate action only.

REMOTE MISSILE LAUNCHERS:

It is possible to use remote launchers for all types of guided missiles - these consist of an emplaced launcher package, usually a one-shot system, which may be represented on-table by an inverted MISSILE marker. The operator, after emplacing the launcher (which takes him one action) may move up to 12" away from it while still being able to fire the missile by remote control. With a remote launcher, the line of sight to an intended target may be traced EITHER from the operator, OR from the launcher itself (the operator can "see" what the launcher sees via an optical link). When the missile is fired, the system is discarded. The hit resolution procedure is the same as for normal missile fire.

UNGUIDED ROCKETS:

Infantry-portable unguided rocket launchers, often referred to as IAVRs (Infantry Anti-Vehicle Rockets) or "buzzbombs", are simple tube-launched devices fired from the shoulder; most are disposable after firing, though a few reloadable types are still in use. They are fired as for any other support weapon, with the firer rolling the operator's Quality die plus the rocket's Firepower die (a **D8**); the target player rolls a Range die as usual. The Range Band of an unguided rocket is the same as the Small Arms range band for the operator's quality, so if the operator is a REGULAR the range band will be 8"; the normal die shifts apply if the target is in cover. As the rockets are fairly short-ranged, this range band applies to all target sizes - do NOT multiply it by target size class as you would for Heavy Weapon fire. Unlike Guided Missiles, unguided rockets MAY be used to support infantry small-arms fire.

HEAVY WEAPONS FIRE AGAINST INFANTRY:

Most fire against infantry by vehicles in SGII will be using specific anti-personnel weapons, but there may also be times where a tank or other heavy combat vehicle needs or wishes to fire its 'main' direct-fire armament against an Infantry target; this IS possible, but is generally not very effective - such weapons are optimised for the job of killing armour, not for shooting at dispersed groups of men. All such shots are assumed to either be explosive rounds, or else shots fired into the ground to throw up blast and debris - either way the effect is the same, and some troops may get hit.

If a shot is made against a dispersed target, resolve it exactly as for small-arms or support fire, with the target squad rolling a Range die (it is a size 1 target) and the vehicle rolling its Quality die and its Fire Control die; add these up as normal if effective fire is scored, and work out potential hits accordingly.

For IMPACT, treat the fire as though it was from a GPE artillery round, as the explosive effects and shrapnel will be similar - thus a D8 is rolled against the Armour of whichever troops take the potential hits.

Roll as for small-arms fire, using Quality and Fire Control dice. Impact die is a D8 for blast and shrapnel effects.

15 INFANTRY CLOSE ASSAULT

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

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 as such will usually be made against a defending unit that is occupying some sort of important tactical location - a wood edge, hilltop position or similar - that they are reluctant to give up. Short of levelling it with Artillery (which is, of course, a valid option) the most effective way of taking the position is to send in the Grunts.

Bearing all this in mind, 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, and is assumed to use up both actions of the unit, whether or not both are needed for the movement to contact - in other words, the unit cannot expend one action on something else and then close-assault with its second action. The 'target' of the assault must be a single defensive position or location held by one enemy unit, though the attacking player may attempt to commit more than one unit to the close assault (see Multiple Activations rule below).

INITIATING CLOSE ASSAULT:

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

If the Reaction test is PASSED successfully, then the assault may proceed; if it is failed, the unit loses its first action but may still do something else with the second action (except it may not try again at the close-assault, of course).

Once it has passed the test, the unit may make a COMBAT MOVE (rolling its mobility die type and doubling the score); this movement distance must be sufficient to allow at least some figures of the assaulting unit to come into contact with the defending unit (or with the cover/position the defenders are hiding in) in order for the assault to take place. If the score from the unit's COMBAT MOVE action is sufficient to reach the defenders' position, the assault continues as below - if the distance rolled is not enough, the assaulting unit may use its second action to repeat the COMBAT MOVE roll - but only after taking fire from the defenders, as explained later in this section.

As soon as the attackers pass their Reaction test and begin to charge, the defender must make a CONFIDENCE TEST, at a THREAT LEVEL according to how the attackers outnumber the defenders - if the attackers have only 1:1 odds (**less than** a 2:1 superiority of numbers), the threat level is +1; if they have 2:1 or better the threat level is +2, if 3:1 it is +3, and so on. When calculating the odds, count each individual ordinary trooper as 1, but each POWER ARMOURED trooper as 2; round the odds down. Thus 6 ordinary attackers against 4 defenders would be 1:1 (so the threat level would be +1), 8 against 4 would be 2:1 for a threat level of 2, but 6 Powered Troopers (= 12) against 4 ordinary defenders would be 3:1, for a threat level of +3.

If the attackers have a TERROR EFFECT (see below) then DOUBLE the Threat level to account for the psychological effect - being charged by screaming beserkers brandishing very sharp implements is not to be taken lightly.....

As usual, the total Threat Level is added to the unit's Leadership Value to give the number that must be exceeded to pass the test.

If this test is passed, the Defender may stand firm and receive the assault; if it is failed, the unit loses Confidence levels accordingly and must withdraw immediately from the position by 6" or their basic movement distance in the terrain, whichever is greater.

SPECIAL NOTE: a defending unit that is already at BROKEN will **automatically** drop to ROUTED and withdraw if close-assaulted; provided the attackers pass their test to charge, the defenders do not get to take their confidence test to stand.

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

If the defending unit stands to face the assault, the actual Close Assault combat is resolved:

Initiating Close Assault:

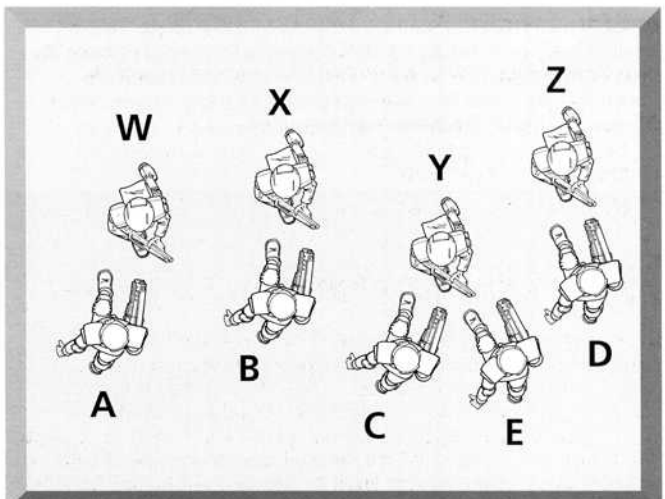
Attackers take reaction test: Threat Level +0 if CO, +1 if ST, +3 if SH. If test passed, may COMBAT MOVE to assault.

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. If passed, stand and receive assault.

CLOSE COMBAT RESOLUTION:

Hand-to-hand combat is fast and bloody - very much a case of "kill or be killed". Unlike fire combat it is resolved on a man-to-man basis, with each figure involved rolling against his immediate opponent.

When two units come into contact during a close assault, the attacking player first places one of his figures into base-to-base contact with each defending figure. Once all the defenders have each got one attacking figure allocated to them, if there are any attacking figures left over then the DEFENDING player may choose how these are allocated - some defending figures will have two (or even more) attackers on them, but allowing the defender to decide which prevents the attacker from deliberately concentrating his attacks on important figures (leaders, special weapons etc.). If there are more DEFENDERS than ATTACKERS, then reverse this process with the defender allocating figures first and the attacker the remainder.



> **Infantry Close Combat**
> Attacker has five men, A-E; defender has four men W-Z. When they come into close combat, the **attacker** first places one of his men to attack each of the defenders so A-D are "paired off" with W-Z. The **defender** now chooses who the final attacker (E) gets to fight, and chooses figure Y to take on two opponents.

15 INFANTRY CLOSE ASSAULT

Once each figure is in base contact with one or more opposing figures, each figure will fight its opponent(s) using an opposed die roll:

Each figure will roll ONE die; the figure that rolls highest puts his opponent out of the combat, with a WHITE SKULL marker - what actually happens to the "downed" trooper will be determined at the end of the close combat.

If two (or more) figures are attacking one single opponent, each of the attackers rolls their die and each is compared separately to the opponent's roll (the attacker's dice are NOT added together) - thus it is quite possible that the single figure will beat one attacker, but be defeated by the other - in rare cases he might beat both if he is good and lucky!

If two opposing die rolls are equal, then neither combatant is affected and they will continue to fight in the next round of the close combat.

The die type used in these opposed rolls is the figure's QUALITY die, shifted by the close-combat weapon type they are using (if any); this is an OPEN SHIFT, so if the weapons shift(s) would push the die type over a D12 then they are applied as NEGATIVE shifts to the opponent's die type. If facing two opponents, take the shift off BOTH their dice.

Close combat weapon values are:

No specific close combat weapon (trooper has just ranged combat weaponry)	No die shift.
Close combat firearm (pistol, machine pistol etc.)	Shift up ONE die type.
Close combat edged weapon (sword, axe, power sword etc.)	Shift up ONE die type.
Shotgun or Flame weapon	Shift up TWO die types.

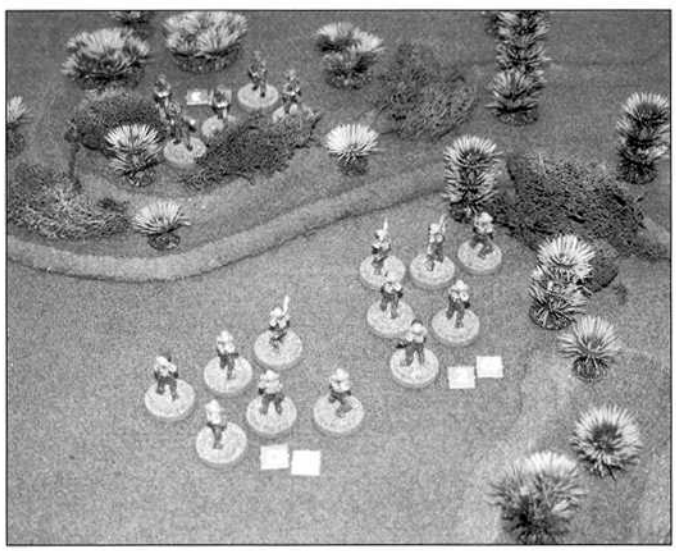
If one figure is in POWER ARMOUR, then DOUBLE his die roll score.

If it is the FIRST ROUND of close combat in that assault and the defenders are in cover or "in position" (or occupying field defences), all defending figures get a one die shift upwards. This does not apply in second or subsequent rounds of the same assault, as by then it is assumed that the attackers are in among the defenders and slugging it out hand-to-hand.

Example:

Two troopers in Power Armour are in close combat with three light infantry; one of the infantrymen has a shotgun, while the other two have ordinary small arms. One PA trooper has a flamer in his suit, the other has a normal APW.

After "pairing off", the figure with the shotgun ends up fighting the ordinary PA trooper on his own, while the other two tackle the remaining PA trooper (the one with the flamer). We assume neither side gets the bonus for defending from cover.



Two squads of New Anglian Marines charge into close assault against a Eurasian unit defending the hilltop.

The light infantry are all REGULARS, so get D8s - the one with the shotgun gets a 2 level shift up to a D12 for his weapon, while the other two stay on D8s. The PA troops are VETERANS, so get a D10 each; the one with the APW gets no die shift, but the one with the flamer would get a two level shift - this would put him above a D12, so instead one shift is applied to him (to raise to D12) and the remaining shift will be taken OFF his opponents' dice - thus the two light infantry he is facing each drop from D8 to just D6.

Everyone now rolls their dice: the two light infantry with the D6s score 3 and 5, while the PA trooper they are fighting gets a 4 with his D12 - not very good, but he gets the score DOUBLED due to his Power Armour and ends up with 8, thus beating BOTH his opponents.

The light infantryman with the shotgun rolls his D12 and gets a 10; his PA opponent rolls his D10 and gets only 3, which is doubled to 6 - not enough, and to his great relief the shotgun-armed soldier brings down the PA trooper – obviously a pointblank shot into a vital spot!

The first round of close combat therefore ends with two of the light infantry and one of the PA troops all "down" with white skull markers, and the one remaining figure from each side facing off for the second round - provided the light infantryman does not turn and run first.

"Pair off" figures to determine who fights who, 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.

CASUALTIES IN CLOSE COMBAT:

Any figure who is beaten by an opponent in close combat immediately gets a CASUALTY marker (white skull counter) and is out of action for the rest of that close combat resolution; when the combat is over, roll a D6 for each figure that is "down" (from both forces involved) - on a 1 or 2 they are DEAD, on 3 or 4 they are WOUNDED and need medical treatment as usual and on a 5 or 6 they were just stunned or knocked out - they may return to combat if they were on the winning side, or are taken prisoner if on the losing side. Note that a losing unit that pulls back from close combat CANNOT take its wounded or stunned troops with it - they must be left to the mercies (or otherwise) of the victors.

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

ENDING CLOSE COMBAT:

After the first round of combat resolution, the player who has taken the MOST casualties in the combat round (or the DEFENDER if casualties are equal) must now take another CONFIDENCE test, at a Threat level of +1 for every casualty he has suffered in the first stage of the assault. If he fails the test, he must fall back from the position as described earlier and his opponent has 'won' the assault; if the player PASSES the test, then the opponent must take the same test (at a threat level of +1 for each of his own casualties in the assault); if HE should fail, then he must fall back from the assault (by 6" or his base movement if greater) and must lose Confidence levels as applicable. Should he also pass this test, a second 'round' of combat is fought out, exactly as for the first round except that this time the Defender may NOT count any bonus for being in Cover or In Position. After this round, reaction-test again starting with the side that has taken the most casualties OVERALL since the start of the close assault.

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

Note that the entire action is fought out at one go, even if it goes to multiple rounds of combat; once any Close Assaulting unit actually reaches its objective then the assault is resolved completely within ONE Game Turn, and never lasts over to the next turn.

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.

FINAL DEFENSIVE FIRE:

If, while attempting to move into a close-assault, the attacking unit **fails** to roll enough movement distance to actually reach the defenders in his first action then a special rule comes into effect: the DEFENDERS can take a "free shot" at the attacking troops, whether or not the defenders have already activated that turn.

The defenders may attempt to do this EVEN IF SUPPRESSED, although if they are then they must first pass a REACTION TEST with a Threat Level equal to the number of Suppression markers they are currently suffering from. If not suppressed the defenders may perform the fire without a reaction test.

Provided they manage to fire, they then perform a single action of infantry weapons fire, which may include support weapons if desired subject to the usual rules.

When resolving this fire, use the normal procedure with one major exception: there is no normal SUPPRESSION result used in the fire procedure; if the fire fails to score actual casualties, then there is no effect. If casualties **are** inflicted, then the attacking unit must make an immediate reaction test, at a threat level of +1 for every casualty suffered - if it fails this test, it must immediately withdraw to the nearest cover, or to the point it started the assault from (to the attacking player's choice), after which movement it acquires a Suppression marker. Should the attackers either not suffer any casualties, or pass the reaction test after taking casualties, they may then attempt to use their second action to complete the assault, rolling for combat movement as before and moving accordingly. Shoulo they STILL fail to roll enough movement to reach the defenders, the player may choose to either have the unit move forward as dictated by the combat move roll, and then to remain where they are (still in mid-dash) with the intention of completing the assault next turn, or he may choose to abort the assault and immediately withdraw the troops as if they had failed the reaction test.

[Note that Final Defensive Fire may ONLY be carried out if the defenders have taken and PASSED their confidence test to stand and face the assault - if they fail this test, they withdraw without firing.]

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.

TERROR EFFECTS:

As mentioned above, if the attacking troops have a TERROR EFFECT on the defenders, this DOUBLES the Threat level used by the defenders when rolling to see if they can stand and face the charge.

An attacking unit has a Terror Effect if it contains either weapons or troops that instil great fear into their opposition - this includes FLAME/INCENDIARY weapons, units with reputations for especially vicious hand-to-hand combat (eg: screaming Gurkhas brandishing sharp implements) and spiky acid-dripping alien thingies - or even units with psychological weapons such as bagpipes....

Units with a Terror Effect should be agreed between players or specified by the Umpire before the game, to avoid any disputes as to what is or is not valid - the effects will naturally depend on the type of troops on each side.

COMBINED CLOSE-ASSAULT ACTIVATIONS:

The mounting of a Close Assault attack is the only time in normal play where TWO (or more) units may actually be activated SIMULTANEOUSLY without needing transferred activations from a higher command unit.

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

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

Two or more units may be activated together for a combined assault. If one fails to assault or breaks off, others have threat level of +1 in all further tests.

OVERRUNS AND FOLLOW-THROUGH ATTACKS:

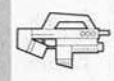
If a Close Assault action ends with the Defending unit withdrawing (or destroyed), the Attacking player may choose to use a special option - the FOLLOW-THROUGH move. Instead of occupying the recently-vacated enemy position, he may overrun it and then attempt to continue moving his victorious unit(s).

To make a Follow-Through move, the player must immediately make a Reaction test for his unit (or units) that have just won the Assault. The Threat level is +1 if the defending units were completely destroyed, or +2 if they pulled back. If the player passes this test, he may then immediately make an EXTRA MOVEMENT ACTION with that unit, moving through the captured position and pursuing the retreating enemy. This action may ONLY be rolled as Combat Movement.

Such a Follow-Through action may of course bring the unit into contact with the retreating enemy defenders again, and commence yet another Close Assault combat.

After successful close assault, attacker may make immediate extra combat move action through position just taken, if desired.

16 OFF TABLE SUPPORT



Off-table support covers Artillery fire from gun or launcher batteries located far behind the battle area (and sometimes even from orbiting starships), or support from Aerospace assets (Ground-attack craft or VTOL Gunships) that appear over the table to make their attacks.

The procedures for requesting either Artillery or Air support are detailed below; both make use of the INBOUND CHART to record exactly what is approaching the table area and when it will arrive.

This chapter also includes details of how the Inbound Chart is used to record the approach and arrival of other units such as troop-transport air assault missions and even ground reinforcements.

ARTILLERY SUPPORT:

When we are dealing with a small-unit action such as SGII is intended to simulate, it is very unlikely that a player's on-table forces will include any artillery or similar indirect-support assets (the only exception to this might be if playing a very large game with full Company-sized forces, where it is possible that the Company's "organic" support units - a RAM mortar section for example - might actually be depicted on-table). In general, most fire support will be assumed to come from off-table artillery (or even Orbital assets) which are organised and controlled at a much higher command level than the units on the table.

CALLING FOR ARTILLERY FIRE SUPPORT:

Requests for Artillery support may be made either by dedicated forward-observer elements, or by any squad leader or higher command level officer. Any call for support, whoever it is from, requires an action to be spent on communicating the request and a die roll for whether it is successful or not - success in this case means that i) the call actually gets through to the support battery, ii) the message is understood and the fire co-ordinates relayed correctly, and iii) the support battery is actually available to provide fire (ie: it is not already occupied supporting some other engagement).

The chance of success in a fire support request depends upon a number of variables: the leadership of the requesting unit or officer (the better he is, the more likely he is to get the message relayed correctly), the organisational level of the support battery (Company organic support units are much more likely to respond than Regimental-level artillery that may well be engaged elsewhere) and finally the importance/urgency of the request (everyone wants fire support, and the battery commander has to prioritise the requests as he sees best).

At the start of the game, each player is allocated a number of SUPPORT REQUEST counters; how you decide the number given to each player is either up to the scenario, or can be done by die roll (eg: roll a D6 for the number allocated to each player). These request counters may be "spent" when fire support requests are made during the game, to increase the chance of success for that request - basically, each counter spent will increase the die type used to resolve the fire request by one level. A player may commit as many request counters as he wishes to any attempt, or may use none; once all his counters are used he may still make support requests, but without any die type modification.

It should be noted that no matter how many counters are committed to a particular request, it may still fail - all you are doing is increasing your CHANCE of success. Whether the request succeeds or fails, any counters committed to it are still expended.

Requesting support fire works in the following way: the player rolls one die (starting with a basic die type of D8 and modifying as applicable), needing to exceed his own LEADERSHIP plus a fixed number (relevant to the type of support he is calling) for success. As with other Communications tests (see P.16), **decrease** the die type by one for every additional command level between the caller and the support unit - thus if a Platoon Commander was trying to call for support from a battery organised at Company level, there would be no die shift for this as it is only one command level difference - there are no extra levels between them. If, on the other hand, a SQUAD leader was calling for fire from the same battery he would shift down one die (to a D6) to allow for the bypassing of the Platoon command level. Similarly, if the Platoon commander was calling for support from Battalion level he would be bypassing Company command and shift down one die.

The die type used is shifted UP one for every SUPPORT REQUEST counter the player decides to commit to the attempt - thus if the Squad Leader in the above example REALLY needed the fire support desperately, the player might decide it was worth spending **two** of his counters to boost the die type from a D6 up to a D10.

If support is being requested by a special observer/liaison element dedicated to that particular battery or other support provider, then the request may be made without any modification for intervening command levels (as the caller is basically a cross-attached element from the support unit). For example, a Platoon command unit might be noted as having a dedicated observer from the Battalion artillery battery attached to it for a particular mission - this element may then call fire with a D8 roll rather than the D6 that the Platoon commander himself would have to use (plus the dedicated observer gets a lower score needed for success, as noted below).

The number that the player must exceed on his roll is the LEADERSHIP of the requesting unit, PLUS the applicable factor from the following list:

For Artillery support:	+0 if called by Forward Observer dedicated to that support battery, otherwise +2.
For Orbital support:	+3 if called by dedicated Orbital Liaison element, otherwise +6.

These factors are suggested for use in most games, and reflect how hard it will be for small force commanders to get the heavier forms of support; if you wish to adjust them to account for special circumstances in a particular scenario, then feel free to do so.

The player must nominate his intended target point as soon as the fire request is successful - this is done by placing an IMPACT MARKER on the table at the desired spot. To confuse his opponent as to the exact target of the fire mission, the player may place the marker FACE DOWN, at the same time placing two DUMMY markers (face down) elsewhere on the table; the "real" impact marker is not revealed until the time the fire mission arrives on the table. The intended impact point (and any false points marked by dummies) must be in clear line of sight of the unit that requests the fire mission.

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.

REQUESTING AIR SUPPORT:

Calling for Air Support uses the same rules as given above for Artillery Support. Unless the scenario states that air assets will arrive at a given time, they must be requested through command channels, spending Support Request counters if required; if a request is successful, then the air assets will approach the table via the INBOUND CHART exactly as for a fire mission.

To successfully communicate a request for air support the player must exceed the LV of the requesting unit, +2 if the request is made by a dedicated Air Liaison element, otherwise +4.

The same modifiers to the die type used apply as for Artillery fire, and as aerospace assets are generally organised at a fairly high command level it is likely that the player will need to spend a number of support request counters to have any real chance of being granted air support.

Once the craft appear on-table they move and attack subject to the Aerospace Operations rules in chapter 18.

Air Support as Artillery, except +2 with Air Liaison, otherwise +4.

THE INBOUND CHART:

On P.72 you will find a chart which you may photocopy (preferably onto thin card); this is the INBOUND CHART, and it is used for recording the movement and location of any units and/or support fire missions that are approaching the battle area represented by the table.

For each unit or support mission that is "inbound" towards the table area, a counter is placed on the chart and moved at the end of each

game-turn, in accordance with the rules below. At the centre of the chart is a box labelled BATTLE AREA - this is the actual tabletop, and any counters that are moved into this area are deemed to have arrived at the table edge; they may then enter play on the following game turn. Outside the Battle Area are two sets of boxes, one for each player (or team) in the game; each player's side of the chart consists of a track of three boxes labelled 1 to 3 (with 1 nearest the Battle Area, and 3 furthest away) and a separate box labelled "LOITER". The three numbered boxes represent how many turns it will take for the inbound unit or mission to arrive at the area of the tabletop, while the LOITER box is used as a "holding area" for units that are in the vicinity of the battle area but not actually to be committed to the table yet.

Counters are placed on the Inbound Chart whenever:

i) an on-table unit calls (successfully) for any kind of off-table support mission, such as artillery fire or orbital fire support. In this case a counter representing the inbound fire mission is placed on the chart, in whatever numbered box represents the time the fire will take to arrive on-table (eg: support fire from a dedicated mortar unit fairly close by would be placed in box 1, as it will take only one turn to arrive, but orbital fire support would be placed in box 3 because of the long time such fire takes to reach the table);

ii) any ground or airborne unit is moving towards the table, either as scheduled reinforcements or in response to an on-table call for air support - again, the box in which it is placed depends on the time it will take to reach the table - this may either follow the general rules below or may be determined by the scenario being played.

At the end of each full game turn, during the TURN END PHASE, both players move any counters currently on the Inbound Chart - each counter is moved ONE box closer to the "Battle Area", irrespective of what the counter represents. Counters that are newly placed on the chart are still moved up at the end of the turn they were placed. Whenever a counter is in box 1 at the start of the Turn End Phase, the player may have the option to shift it across to the LOITER box INSTEAD of moving it onto the Battle Area circle; this is only permitted if the counter represents a UNIT (ground or air) rather than a fire support mission - incoming fire missions must automatically be moved onto the Battle Area when they reach it. The use of the LOITER box represents a ground or air unit being told to hold position just outside the battle area and wait to be called in; once moved to this box, a counter is NOT moved onto the battle area until it is called by a successful COMMUNICATION from an on-table unit - once called in this way, the counter is immediately moved onto the Battle Area - the unit is assumed to then be on the table edge and may then be activated in that same turn like any other unit.

An AIRBORNE unit has to run the gauntlet of the enemy's AIR DEFENCE ENVIRONMENT (if any) before it may enter the table - this is checked for once only, at the point that the unit moves either from box 1 or the LOITER box into the Battle Area. At this point, it must immediately roll against the ADE (see P.48) to find out if it successfully penetrates the anti-air defences in the general vicinity of the tabletop. If the unit survives this, it will appear on the table edge as normal; if not it may either have to abort its mission or may actually be destroyed.

Counters on Inbound Chart move 1 box in Turn End Phase. May appear on table after reaching box 1.

Airborne units roll vs. ADE on entering table. LOITERING units need successful comms roll to enter table.

It is quite permissible (and great fun!) to use DUMMY counters on the Inbound Chart, to confuse your opponent as to exactly what (if anything) is really approaching the table. If dummy counters are used then ALL counters on the chart should be inverted right up until they are moved into the Battle Area circle, when they should be flipped over and any dummies removed. Dummy counters can be placed in the LOITER box if desired, and left there just to worry the hell out of your opponent!

STARTING POSITIONS ON INBOUND CHART:

Whereabouts on the Inbound Chart you actually start off depends on what the counter represents, and where it is located in relation to the Battle Area. A lot of this is down to the scenario and should thus be left to the decision of the umpire, but the following are provided as general guidelines:

Fire support missions from batteries in direct support of the tabletop forces (eg: from a Company Mortar Battery) will be on fast response - their mission counters should be started from box 1, as the fire will take only a short time to arrive. Fire from larger batteries organised at higher command levels, will have slower response times (and longer actual flight times, as the guns will often be tens of kilometres away); fire missions from Battalion level guns should start in box 2, and from Regimental or higher in box 3.

Orbital fire support, when available, should always start from box 3 due to the very long response time - the fire has to travel a LONG way!

For actual units, including ground reinforcements and air support, the starting box depends entirely on the scenario. Units may even start in the LOITER box at the beginning of the game, representing reserve forces held just off-board or air support craft stooging around in a "cab rank" awaiting target information. If reinforcements arriving at random are part of the scenario, you can always roll a D6, halve the result and put the unit on the indicated box.

Casevac units (see P.54) also use the Inbound Chart, and may either have to be called in from a distance or be in the LOITER box already according to the scenario.

UNITS LEAVING THE BATTLE AREA:

If any unit (eg: Casevac or troop-carrying units) needs to return to its base to load, offload or re-arm during the game, the scenario should specify how far out along the Inbound track it must be moved before it reaches base; its down-time on the ground should also be agreed, according to what it is doing (refuelling and re-arming a gunship or strike craft will generally take longer than unloading a few casualties from a Casevac ship). Units leaving the table move outwards on the track at the same one box per turn as they do when approaching the table.

Air units leaving the table should have to roll against the ADE on their way from the Battle Area to box 1, in the same way as they did when approaching. We suggest, however, that for this roll the ADE is counted as one die type LOWER than usual, as air defences tend to concentrate their attention on things coming in rather than leaving.

THE TURN TRACK:

Along one side of the Inbound Chart we have printed a numbered track labelled the TURN TRACK. This is there for you to record how many game turns have elapsed, by moving a counter along the track one space in each Turn End Phase - we have provided one "TURN" marker on the counter sheets for this. The use of the Turn Track is NOT essential for most games, but you may find it useful for use in certain scenarios - especially if something has to happen at a particular point in the game. If any such special events are scheduled by the scenario (or crop up during play and require a number of turns' delay), we suggest allocating one of the lettered counters to the event, noting down what it represents and placing this counter on the turn track at the relevant point. When this turn is reached, you will be reminded that an event is due to occur.

17 ARTILLERY FIRE

ARRIVAL OF FIRE SUPPORT:

Once a Fire Support mission has been successfully requested, a counter representing the mission is placed on the Inbound Chart (see P.44) in the relevant box for the time it will take to reach the battle area. If the counter is placed in box 1 to start with, this means the mission is an immediate-response one and will arrive during the SAME game-turn it was requested; if it starts at box 2 or 3 then it moves up one box per Turn End Phase as usual and is available on-table once it reaches box 1.

Unless specified otherwise for a particular scenario, fire from Company-level assets are immediate-response (start in box 1), missions from Battalion assets start in box 2 and from anything higher in box 3.

When the mission counter has arrived in box 1 then the player may choose to resolve the fire at any time during the turn, counting this as his activation (ie: in place of activating an on-table unit). If the player does not choose to bring the fire down before he has activated his last on-table unit he MUST then resolve it before the Turn End Phase.

FIRE SUPPORT ACCURACY:

When a fire mission arrives on-table, it may or may not hit exactly on its intended target point; the chance of this depends on whether the observer who requested the fire mission is still able to see the target, and if he has specialised designation equipment to guide the fire in.

To determine the accuracy of the fire mission, the player rolls the QUALITY die of the unit that requested the fire. If the unit contains a specialised artillery observer with designation equipment (and can still see the impact point), the roll must exceed the Leadership of the unit; if this is not the case then the roll must exceed TWICE the leadership of the requesting unit.

If this roll is successful, the fire mission arrives on the point indicated by the Impact Marker - if not, then note the ACTUAL score rolled on the die and then follow the DEVIATION procedure below:

Roll two dice: one will be a **D12**, which gives the **DIRECTION** of deviation (using the standard clockface method); the second die is a **D8**, and gives the **DISTANCE** of deviation. The score of the second die is then MULTIPLIED by the actual score rolled on the (failed) accuracy test above - thus if a unit with LV 2 scored a 2 for the fire accuracy roll - not enough, as 3+ would be needed for success - then the Distance die score is multiplied by 2. The final result of this is the number of inches the fire deviates, in the direction shown by the D12 roll, and the Impact Marker is moved to this new position before resolving the effects of the fire.

It will be noted that using this system, it is remotely possible that a mission could have a VERY large deviation distance - for instance if fire is called by a unit with an LV of 3 and the player rolls a 6 (not enough for accuracy - he wants 7 or better) then his distance of deviation roll will be multiplied by SIX - if he rolls a high number on the D8 and the direction die is back towards his own troops he could be in DEEEEP trouble..... but hey, that's what Friendly Fire is all about!

Roll Quality die of observer; if specialist AND can see target, exceed LV for accuracy; if not, exceed 2xLV.

IF INACCURATE, roll D12 for direction and D8 for distance - multiply distance by score rolled in accuracy test.

MULTIPLE INCOMING ROUNDS:

Fire missions may consist of a single incoming round, but are usually a salvo of several - one round per weapon in the firing battery (single rounds may be fired if desired, but this is to the firer's choice and should be noted down when the fire mission is requested - if this is not specified then assume a multiple round salvo). For multiple round missions a separate impact marker is used for each round; the first marker is placed on the main impact point as determined by the accuracy and deviation procedures, then a separate deviation roll is made for each of the other markers to see how far (and in which direction) from the first marker each round actually impacts. For these rolls, use the usual D12 clockface method for direction (with direction 12 being perpendicular to the firer's baseline table edge) and a D6 for distance in inches.

Example: a support battery of three light RAM mortars fires an unguided salvo mission of three rounds (one per tube in the firing battery); the usual deviation procedure is used to determine where the first impact marker is placed, which is where the first of the three rounds actually lands. The direction (D12) and distance (D6) dice are then rolled twice, for the other two rounds: the results are 9 on the D12 and 4 on the D6, so the second round impacts 4" left of the first, then 6 and 2 giving the last projectile an impact 2" short of the first round. This is a fairly close grouping, and the burst radii of the three rounds will overlap - thus unlucky figures could find themselves caught in two or even all three of the blasts.

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

DELIVERY SYSTEMS AND WARHEAD TYPES:

The DELIVERY SYSTEM of a fire mission is the type of gun or launcher firing the rounds; these are divided into categories from SMALL to VERY LARGE as listed in the weapon types table below. The size of delivery system determines the BURST RADIUS of the warhead - the distance from the impact marker within which targets may be hit by the burst.

The WARHEAD TYPE determines the Impact Die type to be rolled for each figure or point target that may be hit - each different warhead listed below has an impact die specified for dispersed (infantry) and for point targets. Of course, if one burst catches both troops and vehicles in its radius then both dice will be used, one for each target type as appropriate.

GENERAL PURPOSE EXPLOSIVE rounds are "conventional" shells with moderate effect against all targets; ANTI-PERSONNEL or ANTI-ARMOUR SUBMUNITIONS are cluster rounds optimised for maximum effect against a specific target type. If APS or AAS rounds are to be used, this MUST be noted down when the fire mission is requested - if this is not done, assume all rounds to be GPE type.

ARTILLERY WEAPON DATA:

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

	IMPACT VALUES	
WARHEAD TYPE	vs. Dispersed (infantry)	vs. Point targets
GENERAL PURPOSE EXPLOSIVE	D8	D8
ANTI-PERSONNEL SUBMUNITIONS	D12	D8
ANTI-ARMOUR SUBMUNITIONS	D6	D12x2

Delivery system type gives burst radius; Warhead type gives IMPACT against dispersed or point targets. If warhead not specified, assume GPE.

17 ARTILLERY FIRE

CASUALTIES FROM ARTILLERY FIRE:

Any figure caught within the burst radius of an artillery fire impact may become a casualty; the chance of this depends on the figure's level of protection (armour and/or protective cover) and the type of warhead used in the weapon. Each different type of warhead has two different IMPACT DIE types, one of which is used against dispersed (infantry) targets and the other against point (vehicle/building) targets. For each figure caught in the burst radius, make an opposed roll: the firing player uses the relevant Impact Die for the warhead type, and the target player rolls his figure's Armour Die (with die type shifts for cover if appropriate). If the firer's roll EXCEEDS the target's roll, then that figure is WOUNDED and is marked with a white skull counter; if it is more than double the target's score then the figure is DEAD.

If a particular figure is caught in overlapping burst radii from more than one warhead, then make an opposed roll separately for each burst the figure is endangered by - thus a figure may escape injury from one burst but be hit by another (a figure that takes more than one WOUND is considered DEAD).

Point targets (vehicles etc.) caught in explosive burst areas roll their Armour vs. the Impact of the explosion (against point targets), as if taking a MINOR HIT from a direct fire heavy weapon.

Figures protected by cover get the same bonuses as for other fire, ie: shift their armour die up one die type for soft cover and two dice types for hard cover. As usual, note that some cover is protective from all directions (eg: foxholes) while other types such as walls or ridges protect only from certain directions - if troops are hiding behind a wall and a round impacts BEHIND them, then they are not going to be able to claim any cover from the wall!

Note that if ANY of its members are caught in the burst area of an explosion, whether or not they are actually injured, a unit becomes SUPPRESSED.

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.

ON-TABLE ARTILLERY FIRE:

The vast majority of Artillery fire will come from off-table support batteries, but there are occasional circumstances where artillery weapons MAY actually form part of a player's on-table forces. If this does occur, the weapons are most likely to be Company-level mortars or similar - unless the scenario is actually about an attack on a firebase or artillery position in which case bigger weapons could be in play.

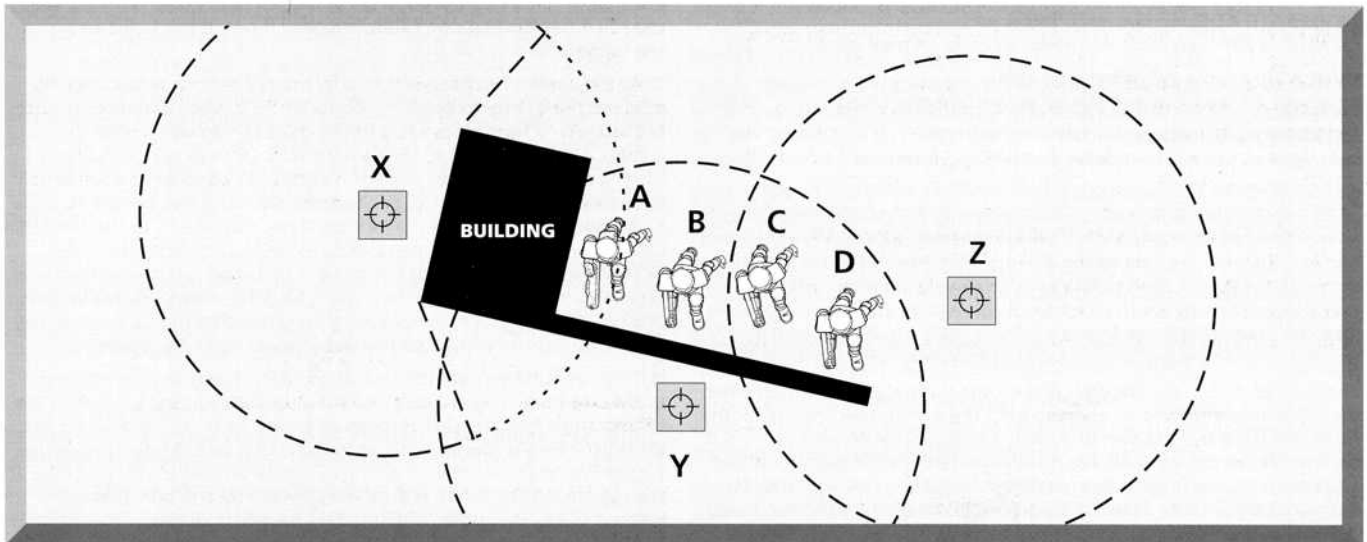
Any artillery weapon can theoretically be fired directly at a visible target, over "open sights" - if this happens then treat it as a normal artillery fire mission, with immediate response time and without needing a fire request - the weapons' own crews are controlling the fire. Gun-type artillery may engage any visible target in this way, but Rocket artillery (MRLs) and mortars have minimum ranges below which they may not fire: these are **24"** for light mortars and **48"** for all other weapon types.

When dicing for accuracy of fire for artillery fired directly at visible targets, use the normal accuracy and deviation procedure, as if the fire was being controlled by a specialist observer - but if the fire is inaccurate do NOT multiply the deviation distance roll by the number on the accuracy die; simply use the deviation distance roll as it stands.

When on-table, artillery pieces may be fired singly (with each weapon being activated as a separate unit) or in a battery salvo (activating the whole battery as one unit). The player may choose freely which he prefers to use, as long as each weapon fires only once in a given turn. One shot by an on-table artillery weapon takes TWO actions - one for the crew to observe and designate the aim point and the second to fire.

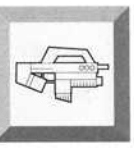
No artillery weapon may fire and move in the same activation, and towed or manpacked artillery (ie: anything that is not on a self-propelled carriage) must have at one REORGANISE action used to deploy them before firing or to re-pack them ready for moving off.

If on-table artillery is required to fire at a target that is not visible to their own crews, then this should be treated exactly as for off-table fire and requested in the same way, by a unit that can see the target point. Provided the artillery and the observing unit are under the same overall command level then the fire is treated as an immediate-response mission if the request is successful. If the fire is being requested by the on-table command level that actually controls the artillery unit then just a simple inter-unit communication test needs to be passed, following which the approval of the fire request is automatic (eg: a Company command unit directing fire from its own "organic" mortar battery).



> Artillery Fire Effects

Three rounds of artillery fire impact at points X, Y and Z. Shell X would have affected trooper A, but he is completed shielded by the building. Shell Y catches all four troops in its burst, but they each get the benefit of HARD COVER from the wall they are behind. Shell Z only catches figures C and D in its burst radius, but they do NOT get any cover benefit as the impact point in on their side of the wall.
A and B therefore roll once each with HARD COVER die shifts, while C and D roll once with the cover AND once without.



AEROSPACE AND ANTI-AIR OPERATIONS:

In a small-unit combat such as SGII is meant to simulate, the use of on-table airborne units is restricted to VTOL craft used for inserting or evacuating troops, and maybe the occasional fire-support gunship in certain scenarios. Any more extensive air support operations, such as bombing missions by ground attack craft, should be dealt with as off-table support in the same way as artillery.

All air vehicles actually appearing on table are assumed to be operating at low altitude, and are classed simply as either "airborne" or "grounded"- there are no distinctions between different height levels.

In most cases, anti-air defence for the on-table forces will also be of a very limited nature; some units may carry missiles with AA capability (some of the more advanced anti-armour missiles can perform a dual role against low-flying air targets) and there may be a few light AA cannons on some vehicles or installations, but anything heavier will almost always be regarded as part of the general off-table support assets.

Assuming that an enemy force has access to any AA weaponry at all, there is always the possibility that any air vehicle heading for the area represented by the game table will come under air attack along the way, and may therefore be forced to abort or even be shot down before actually reaching the table. This factor is dealt with by the AIR DEFENCE ENVIRONMENT rules below.

The rules for requesting Air Support are given in the chapter on OFF-TABLE SUPPORT on P.44

THE AIR DEFENCE ENVIRONMENT:

Whenever airborne or interface elements are called to appear on-table, they must first successfully penetrate the AIR DEFENCE ENVIRONMENT in the region of the battle area; this is an abstract representation of the amount of anti-air protection that the opposing forces can put up in that area, and covers all factors such as specific anti-air weapons, combat air patrols (interceptors) and AA dedicated electronic warfare. The ADE is represented by a die type, according to the level of AA coverage:

MINIMAL ADE: no more than a few ground-fired light AA cannons, common with low-tech forces: **D4**

LOW ADE: a few dedicated weapons such as shoulder-fired AA missiles and some vehicle-mounted flak guns: **D6**

MODERATE ADE: medium-tech forces with reasonable AA equipment and some air cover of their own: **D8**

HIGH ADE: heavily-defended area with advanced AA weapons and electronic warfare capability: **D10**

EXTREME ADE: massive AA defences: laser systems, ultra-tech missiles, fighter superiority etc.: **D12**

Of course, there may be certain scenarios where there will be **NO** ADE at all - eg: where the enemy is perhaps an isolated group of partisans or terrorists with nothing but small arms. In these cases there is no need to test for ADE effects on incoming aircraft, as the enemy has nothing to throw against them (firing small arms at air vehicles is so ineffective that it doesn't really count as AA fire). This will be an unusual situation, however, and normally at least a MINIMAL ADE should be assumed where the enemy is any kind of organised military force.

The level of ADE in use for each side should normally be specified when the scenario is designed, in keeping with the size and technology of the forces involved and the overall military situation that forms the background to the scenario. For hastily-created one off games without a full scenario, we suggest using a default value of LOW ADE (D6) for both sides if you want to actively encourage the use of airborne forces, or HIGH ADE (D10) if you prefer to discourage it.

EFFECTS OF THE AIR DEFENCE ENVIRONMENT:

The ADE takes effect when an air vehicle attempts to leave box 1 (or the LOITER box) on the INBOUND CHART (see P.44) and enter the table area. The resolution of ADE effect is a two-stage process using two separate opposed rolls against the ADE die type.

First, make an opposed roll of the ADE die against the air vehicle's ECM systems die type, using a D4 as the default die type if the vehicle has no ECM suite. For this roll, the ADE is the "firer" and the air vehicle the "target", so the ADE roll needs to BEAT the ECM score to have an effect. If it succeeds in this, then the aircraft has been "acquired" by the air defences - the player owning the aircraft may have to ABORT his mission or may press on through the defences. The player must roll a REACTION TEST for the pilot (at a threat level of +2) to see if the pilot's nerve holds - if he fails this test, the aircraft is forced to abort: the marker representing the air vehicle is removed from the inbound chart and the aircraft returns to base, its mission abandoned.

If the test is passed and the aircraft carries on through the air defence fire, a second opposed roll is made using the ADE die against the aircraft's ARMOUR die; if the ADE wins this roll, the aircraft is shot down and lost before reaching the table. Should the ADE fail to shoot it down, the aircraft may enter the table on the next turn as explained in the Inbound Chart rules.

When aircraft tries to enter table, roll ADE vs. ECM; if ADE wins, aircraft may abort voluntarily or be forced to abort if failing Reaction test at TL +2. If carrying on, roll ADE vs. ARMOUR; if ADE wins, aircraft shot down.

EFFECTS OF ON-TABLE ANTI-AIR FIRE:

Anti-air fire from on-table weapons will generally be limited to the occasional shoulder-fired missile, though in certain scenarios it is possible that dedicated antiaircraft vehicles or systems may appear in play; when they do, life gets very nasty for any airborne craft....

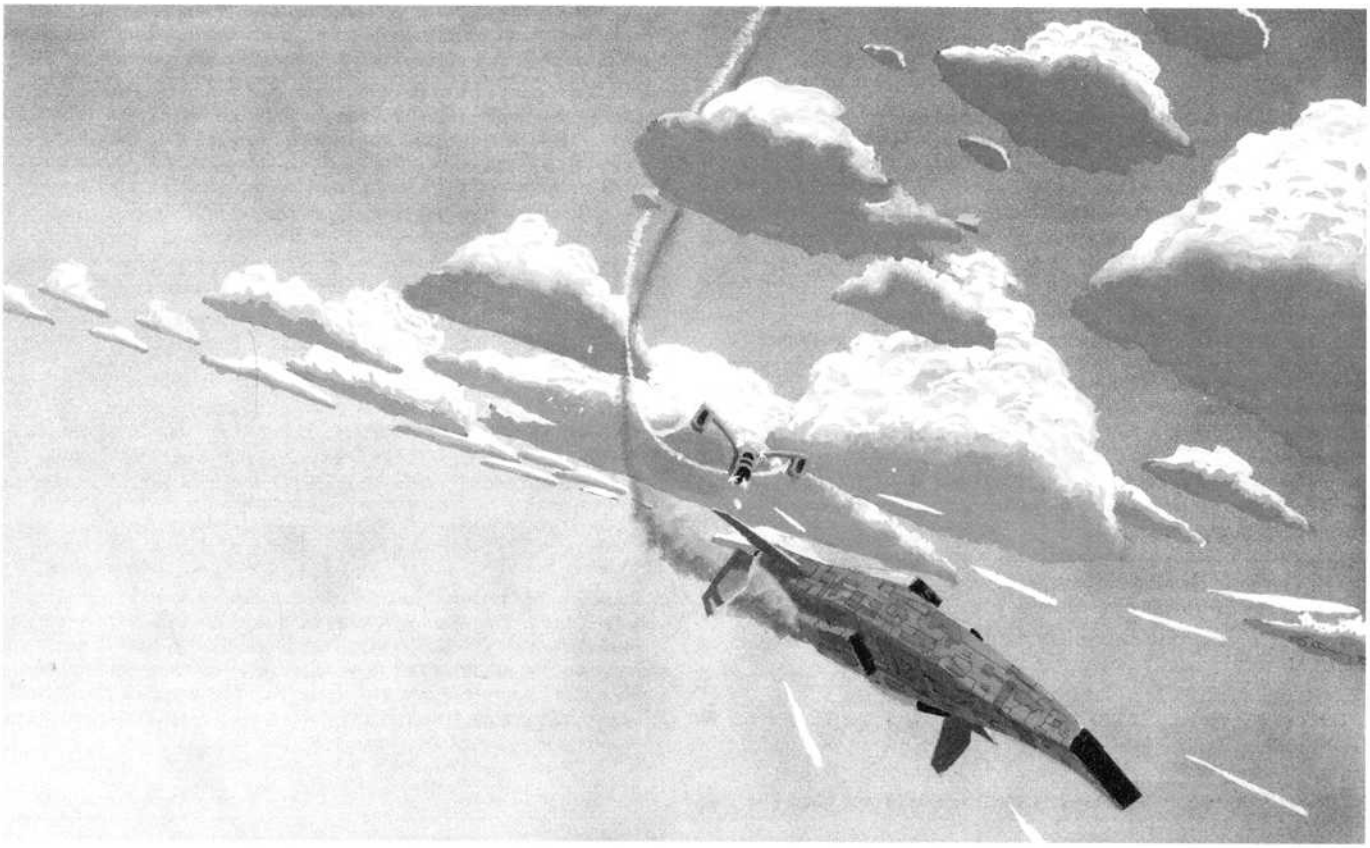
To fire at an airborne target, the firing weapon must have a Fire Control system (or a Guidance system in the case of a missile) - if the system is not specified as an AA-dedicated type then shift its die type DOWN one (thus a weapon with an AA-dedicated Enhanced fire control would get a D8, but an ordinary Enhanced FC without the AA specialisation would drop to D6). Multirole missiles suffer this drop when fired at air targets, so an Enhanced guidance missile would only get a D6 against aircraft; specialised AA missiles get their full guidance die, and ground-target only missiles (non-multirole) cannot engage air targets.

Firing at an airborne target starts with a simple opposed roll to ACQUIRE the target - roll the weapon's Fire Control/Guidance die (modified if applicable, as explained above) against the aircraft's ECM die type (if it has no ECM use a D4 as the "default" die). If the FC wins the roll it has "locked on" to the aircraft - if not, it has failed to acquire the target and may not fire.

Once the aircraft has been acquired by the fire control or guidance, its pilot has the chance to break off whatever he is doing and try to evade the lock-on - if he decides to do this he must immediately move the aircraft AT LEAST 24" as if using a normal air move action, including turning if desired; he must also roll his QUALITY die against another roll by the weapon's Fire Control or Guidance die - if he exceeds the FC score he has successfully broken the lock-on, if not then the FC or Guidance still has the target. If the pilot manages to move to a position where the firing weapon no longer has line of sight on his aircraft, the lock-on is broken automatically. Once the aircraft has been moved, its Activation marker is inverted - it may not do anything else that turn, though it may repeat the evasion procedure if attacked by another AA weapon.

If the pilot fails to evade the lock-on (or decides not to attempt it, preferring to take his chances and continue his task that turn) then the weapon may fire. The shot is resolved exactly as for ground target fire, except the target (the aircraft) once again uses its ECM die type as the Target Die whether the shot is by a missile or any other weapon type. If the aircraft is HOVERING, reduce the ECM die by one type (aircraft without ECM - using the "default" D4 - remain on a D4).

If a hit is scored, roll its effect as for any anti-vehicle fire (using the aircraft's Armour Rating) and read the results as follows: any result less than a DISABLE forces the pilot to take a CONFIDENCE TEST at a threat level of +2 - if he fails this test he must abort his mission and leave the table. A DISABLE result means the aircraft must make a controlled emergency landing - see below. A DESTROYED result means the aircraft is totally destroyed in the air, and its wreckage hits the ground in the same spot as for an emergency landing - this crash causes an explosion



of radius 6", with a D8 impact effect on anyone unlucky enough to be near it. All personnel aboard a destroyed air vehicle are killed.

In the event of an emergency landing, if the aircraft is hovering it will land exactly where it is. If it is moving, roll a D12 and double the score - the aircraft impacts that distance (in inches) directly ahead of its current position. On impact, roll the pilot's quality die; on a roll of 1 the aircraft explodes, as if DESTROYED (see above). On a 2 or 3 it crash-lands - roll a D6 for each occupant, irrespective of their armour type or anything else: on a score of 1 they are killed, on a 2 or 3 wounded and on 4+ they get out safely. If the pilot's roll is 4 or better on his quality die, then he makes a controlled landing and no-one on board is injured.

If the point of landing rolled means that the aircraft collides with some solid object (a vehicle, building etc.) then it will be destroyed on impact and all aboard will be killed. The object it hits will in most cases also be destroyed automatically, unless it is something like a very heavily armoured bunker - in this case it is up to the umpire to decide what happens.

Firing on-table AA weapons:

Step 1: Opposed roll to ACQUIRE - FC/Guidance vs. ECM. Reduce FC die one type if not AA-dedicated.

Step 2: If acquired, pilot may evade - move 24"+, roll Quality vs. FC/Guidance to break lock-on.

Step 3: If lock-on maintained, may fire: roll as for ground fire, vs. ECM die (shift down 1 die if HOVERING).

Result: Hit but no Disable = Confidence test at +2, abort if failed. Disable = emergency landing. Destroyed = crash.

Landing/crash site D12x2" away if moving. For emergency landing roll pilot Quality: 1 = destroyed, 2-3 = crashland, occupants killed on D6 roll of 1, wounded on 2-3. Quality roll 4+ = safe landing.

FACING OF AIR VEHICLES:

Non-VTOL aircraft must always be facing exactly along their current line of flight.

VTOL craft must still generally face in their direction of movement, but if the craft is in the HOVER (ie: is not actually moved in either action of its activation) then it may be freely rotated to any desired direction, without this counting as an action (ie: a hovering model may be swivelled to point in any direction while carrying out other actions such as spotting or firing).

It is possible for a VTOL craft to actually move sideways or backwards while maintaining its current facing, but such a move may only be up to 12" per action; this manoeuvre can be advantageous at times to keep weapons trained on the enemy while moving.

VTOLs may rotate to any direction while hovering; can also move backwards/sideways at 12" per action. All other aircraft face direction of movement.

AIR VEHICLE MOVEMENT:

Airborne vehicles get two ACTIONS during their activation, as for any other vehicle on the table; due to their very high speed, however, the use of these actions is slightly different.

For each action that an air vehicle spends on-table, it must be in one of three modes: MOVING, HOVERING or GROUNDED. The MOVING mode is available to ALL air vehicle types, whereas the HOVERING and GROUNDED modes are only possible for those vehicles that have the capability for vertical takeoff and landing (VTOL) operation, ie: helicopters, helijets, aerospace craft with vectored-thrust capability and grav vehicles.

Each time an air vehicle is activated while on-table, it may use one or both actions (if desired) to move ANYWHERE on the table, with the limitation that it must not change direction by more than 90 degrees during one move action. Any actions not used for movement may be

used to fire weapons, drop cargo/ordnance, or make spotting attempts. If an air vehicle is NOT capable of VTOL operation, it MUST use at least one action per activation to MOVE, and it must move AT LEAST 24" in that action.

Those air vehicles capable of VTOL operations have greater freedom of action. If such a vehicle does not move at all during an activation, it enters HOVERING mode and is marked as such with the appropriate counter; if it moves in at least one of its two actions then is is still classed as MOVING. It takes one action for the vehicle to land, or become GROUNDED; this may be done from either a Hovering or Moving state. Once grounded, VTOL craft may load/unload troops or cargo, and may still make spotting attempts as for any ground unit.

Grav vehicles are somewhat different to other flight-capable craft, as they are effectively ground combat vehicles with a secondary flight capability - "grounding" a grav vehicle does not mean actually landing it, but rather dropping to a very low mode, skimming the ground like a GEV. Grav vehicles may move as normal vehicles while grounded (the basic mobility rates for Grav vehicles in the movement rules assume they are moving at ground-skimming height), whereas other VTOL craft may NOT move once landed - unless they have wheeled landing gear and are on a good paved surface (road or runway) in which case they may taxi at 6" per action.

Air vehicles may move anywhere on table, but only one turn of up to 90 degrees per action. Non-VTOLs must move in 1 action, at least 24". If a VTOL craft does not move in either action, counts as HOVERING. Landing takes 1 action.

FIRE FROM AIRBORNE VEHICLES:

Weapons mounted on airborne and aerospace craft may be of four types: TURRETTED, FIXED, DEADFALL or GUIDED.

TURRETTED weapons (such as chin-turret guns on VTOLs and helicopters) are generally assumed to have a 180 degree field of fire - in the case of a chin turret this is the forward 180 degree arc. As turrets may be differently positioned on different models, it is up to the players to agree valid arcs of fire for each model before the game. "Door Guns" are also classed as turretted weapons, usually having a 180 degree field of fire to the side of the craft they are mounted. Unless the players wish to specifically agree otherwise for a particular model, it is assumed that no turretted weapon (while airborne) can fire at a ground target closer than 6" from the centre of the craft's stand - the weapon cannot be depressed far enough for this. Weapons mounted UNDER the craft (eg: chin guns) may NOT fire when the craft is grounded, but door or other mounts may do so with their usual fire arcs.

FIXED weapons are any that are rigidly mounted to fire straight ahead only (or rearwards in some cases). Such weapons may only engage targets that fall in a 6" wide "fire corridor" directly in front of the craft, according to the actual facing of the model. If the craft is a VTOL or helicopter then any target in this fire corridor may be shot at provide it is OVER 12" from the craft's stand, as such vehicles may dip their noses to bring fixed weapons to bear on fairly close targets; for non-VTOL aerospace craft, which cannot do this in flight, no target that is closer than 24" may be engaged. Fixed weapons may NOT be fired while grounded.

DEADFALL weapons are simple "dumb bombs" that are dropped from the point at which the model is currently standing. Deadfall bombs always impact directly along the flight line of the craft (ie: straight in front of the model) - when one is dropped, roll a D6 and place the impact marker the indicated number of inches directly in front of the craft's stand. If the player wishes to drop more than one deadfall weapon, he may do so (all counting as just one action); if all the bombs are released together then roll a separate D6 for each one and place its impact marker accordingly, each one measured from the aircraft's current position. Alternatively, the player may choose to drop the bombs in a "stick" spaced out along the flight line - in this case, roll a D6 for each bomb in turn and place each one's impact marker the indicated number of inches FURTHER ON than the last impact point.[Eg: if four bombs are dropped in a stick and the four rolls are, in sequence, 4,2,3 and 6, then the first bomb impacts 4" in front of the aircraft, the second 2" further on (6'" away in total), the next 3" further (9" total) and the last 6" on (15" total distance from the aircraft).]

If you wish to drop deadfall ordnance from a HOVERING aircraft, then they simply impact directly under the craft. For reasons which should be fairly obvious, you can't use deadfall ordnance while grounded...!

GUIDED weapons such as missiles and guided bombs may be fired at any target within the front 180 degree arc of the firing craft; if the target is outside the front **90 degree** arc, however, then the GUIDANCE die used for the weapon's hit resolution is shifted DOWN by one die type to represent the extra difficulty of locking-on to a target in the peripheral part of the field of fire. Guided missiles MAY be fired while grounded, but of course guided bombs may not be.

Turretted weapons fire in 180 degree arc, miminum range 6".

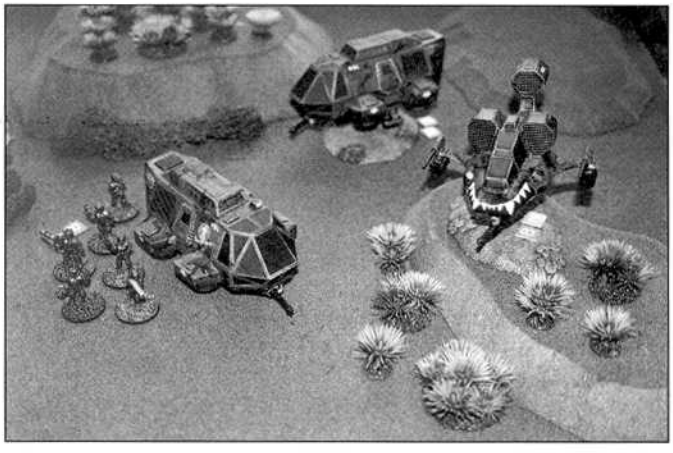
Fixed weapons fire straight ahead only, fire corridor 6" wide, minimum range 12" VTOL, 24" non-VTOL.

Deadfall weapons fall along flight path, D6" in front of model; each bomb in "stick" falls D6" from last.

Guided weapons fire in 180 degree arc, but shift Guidance die down 1 type if outside 90 degrees.

SPOTTING FROM AIR VEHICLES:

Any airborne vehicle may attempt to spot hidden inverted enemy counters in the same way as a ground unit does, using the same rules. One spotting attempt may be made per action used as such. To an airborne spotter, all areas of the table are generally considered in line of sight (unless players agree that something is hidden by a particularly tall or unusual terrain feature), and thus all counters NOT concealed in cover are automatically spotted by any airborne vehicle (but not revealed unless they are actually troop units). Counters hidden in cover must be subject to individual spotting attempts just as by ground units.



A squad disembarks from the first VTOL down on the LZ; a second troop carrier prepares to land while a gunship circles to provide fire support.

LANDING ZONES:

To land a VTOL-capable air vehicle on the table, it requires a suitable LANDING ZONE ("LZ"); for a safe landing, this area must be COMPLETELY clear of any kind of obstructions, whether terrain features (bushes, broken ground etc.), man-made objects or troop units. If there is any kind of minor obstruction* on the LZ, then a landing may still be attempted but becomes more risky to the landing vehicle. Required LZ sizes are a 6" diameter circle for small craft such as assault VTOLs, Gunships and such, 12" diameter for larger transport VTOLs and a full 18" diameter for VTOL capable Interface Landers (orbital "Dropships") or other very big craft. [It is up to the players to agree before the game exactly what class any VTOL craft fall into for this purpose, according to the actual models in use.]

If the LZ circle is completely unobstructed, then a landing is assumed to always be safely made. If there is any minor obstruction such as vegetation, the edge of a hill or some broken terrain (or any troop figures, of either side) then the player owning the VTOL must roll the

QUALITY die of the craft's crew - on a roll of 3+ the landing is made safely, but on a 1 or 2 there is a problem - the craft is safely down (with no injuries to crew or passengers), but will NOT be able to take off again for the rest of the game.

[*Note: an area that is heavily obstructed - eg: by trees, buildings, enemy vehicles etc., is NOT a valid LZ.]

LZ must be 6" dia. for small VTOLs, 12" for larger or 18" for Interface craft. If LZ obstructed, roll pilot Quality: 1-2 = disabled on landing.

DROPPING TROOPS FROM HOVERING CRAFT:

If a suitable LZ is not available, it is permissible for a troop-carrying VTOL craft to hover while troops either abseil down ropes or free-drop with jump or grav packs (if they have such equipment). If the troops are using jump or grav packs, a whole squad may be dropped in just ONE action of the VTOL's activation; if they are using ropes then it takes a full TWO actions to get one squad safely on the ground. During these actions the VTOL may not perform any other function. With either method of descent, roll 1 die (the QUALITY die) for each member of the squad being dropped - on a roll of 1 they have made a mistake (at best sprained an ankle, at worst impaled themselves on something!) and are treated as WOUNDED, just as if hit by enemy small arms fire. If the men are being dropped into difficult terrain such as thick woods or jungle, on hillsides or onto the roofs of buildings, then rolls of 1 or 2 will cause them mishaps.

Troops may be free-dropped from a Grav vehicle in hover, but may NOT abseil from one - the grav lift field directly under the vehicle makes this too dangerous.

VTOL must be in Hover; roll quality for each man, 1 = accident. In dangerous areas, 1-2 = accident.

A TYPICAL AIR MISSION

A typical mission profile for a troop-carrying VTOL might go something like this:

First turn: one action to line-up for run onto the table (model placed on table edge at entry point), second action to move VTOL across table to an attack position.

Second turn: one action to fire its chin-turret gun to suppress a ground target threatening the proposed LZ (Landing Zone), second action to move to area of LZ.

Third turn: one action to land (VTOL is now GROUNDED on the LZ), second action for troops to disembark from grounded VTOL.

Fourth turn: first action, VTOL lifts off; second action to move it off-table.

"The Hog inserted us to the LZ just as dawn was breaking. Coming in low over the trees, all we could see was jungle - but the Eurie patrols were down there somewhere and it was our job to root them out. Chavez put the VTOL down hard in the clearing, and Funk made some crack about women drivers - luckily for him the whine of the tail ramp meant she didn't hear him. We all bundled out before the ramp had even touched dirt; I sprinted for the edge of the clearing, dropped into some scrub by the treeline and flicked my HUD to lo-light for a look around. Carter hit the deck near me and the rest of the squad spread out around the perimeter, their L7s at the ready. I looked back over my shoulder and saw Chavez wave to me through the armoured cockpit as she wound the fans back up - ten seconds on the ground in a hot zone is longer than any pilot likes - her voice came through on the squad channel: "Good luck, guys - call me when you want dustoff, the taxi'll be waiting." I raised a hand in acknowledgement and watched the VTOL rise till it cleared the trees and swung back towards the firebase. Reflexively I checked the ammo readout on my L7 as I rose out of the bushes and signalled to the squad: "Carter, take point. Move out, combat march order - and look sharp!" Carefully, I stepped into the jungle.....

HIGH-ALTITUDE OR ORBITAL INSERTION:

Certain specially-equipped units (known as DROP TROOPS) may be "directly inserted" to the battle area by parachute, jump pack or grav pack from high-flying transports (termed "paradropping", whatever technology is used for the descent), or in ballistic entry capsules directly from an orbiting spacecraft.

Only REGULAR units or better may be paradropped from in atmosphere, and only VETERANS or ELITES may drop from orbit.

If dropped from within atmosphere, Line or Powered Infantry may be used; only infantry, infantry heavy weapons and Very Small (class 1) vehicles and equipment may be paradropped. Only Power-Armoured troops may drop directly from orbit.

To simulate the random nature of the drop, take one of the LETTERED MARKERS to represent each UNIT of Drop Troops; now actually "drop" these markers from at least 36" above the table, over their intended target area (they should bounce nicely!) - where they end up is the centre of the drop zone for that unit. Any markers that bounce off-table represent units either killed by AA fire on the way down, or else missing the drop area completely - either way they are "lost" for the purposes of the game.

The actual figures for the units are now put on the table, each Unit being scattered around its drop zone marker; to determine exactly where each figure ends up roll two dice for each man - a D12 and a D10. The D12 indicates the DIRECTION the man lands in relation to the drop zone marker (use the "clock face" method with the score rolled on the D12), while the D10 score is the DISTANCE in inches from the drop zone marker. If the drop was from orbit, DOUBLE all the distance rolls. The unit will thus arrive on table with at least some (probably most) troops scattered out of Unit Integrity, and its first action (or actions, if its troops are very scattered) on-table must be a REORGANISE action to move its elements into integrity distance before it can do anything else.

Any trooper that rolls a natural 1 on his DISTANCE (D10) roll is injured on landing, as for troops dropped from hovering VTOLs.

If a figure ends up dropping in bad terrain (woods, buildings, cliffs or similar), roll the unit's QUALITY DIE for him - on a roll of 1 or 2, he is lost on landing - remove the figure from play, as even his own squad will not know what has happened to him; dropped vehicles or other equipment are lost on rolls of 1-5 if they land in bad terrain. In URBAN areas, troopers are lost on rolls of 1-4 and vehicle/equipment elements are ALL lost automatically. All figures, vehicles and equipment landing in OPEN WATER are lost completely, except for POWERED INFANTRY who are lost on a 1-3 but otherwise may wade ashore.

INTERFACE LANDINGS FROM ORBIT:

Troops and vehicles may be landed from orbit in Interface Craft (Dropships), which may be of almost any size from small one-squad ships up to huge craft that carry several vehicles or whole platoons of troops. Some dropships may be VTOL-capable, while others may require a conventional runway; for SGII games the only ones that can actually arrive on-table during a game are the VTOL-capable types.

VTOL dropships act in most ways like any other VTOL aircraft; they may land anywhere on-table provided they have a suitable LZ.

A grounded dropship may disembark one unit (one troop squad OR one vehicle) per action after landing.

ELECTRONIC WARFARE, ECM AND JAMMING:

An EW (Electronic Warfare) unit is any unit which has a dedicated EW figure in it; EW figures may be part of a normal combat unit or command unit, or may be organised as small units of their own (usually a two-man unit of one EW man and one normal trooper for defence).

During its activation, an EW unit may elect to have its equipment either ACTIVE or INACTIVE; if the systems are placed on "active", then the unit gets THREE EW markers placed by it in a stack. These three markers represent the three attempts at EW tasks that the unit can now make between then and its next activation; each time such a task is attempted (whether successfully or not) one of the markers is removed. When the unit's next activation comes round in the following turn, the player must decide again whether to remain active (in which case the unit is replenished to 3 markers, irrespective of how many it has used from the last turn) or to switch its equipment off, in which case any remaining markers are removed and no new ones placed.

Once all three markers have been used up in a turn, the EW unit is considered INACTIVE.

During a game turn, an active EW unit may attempt to use its EW equipment in any combination of the following ways:

i) to jam an enemy communications attempt;

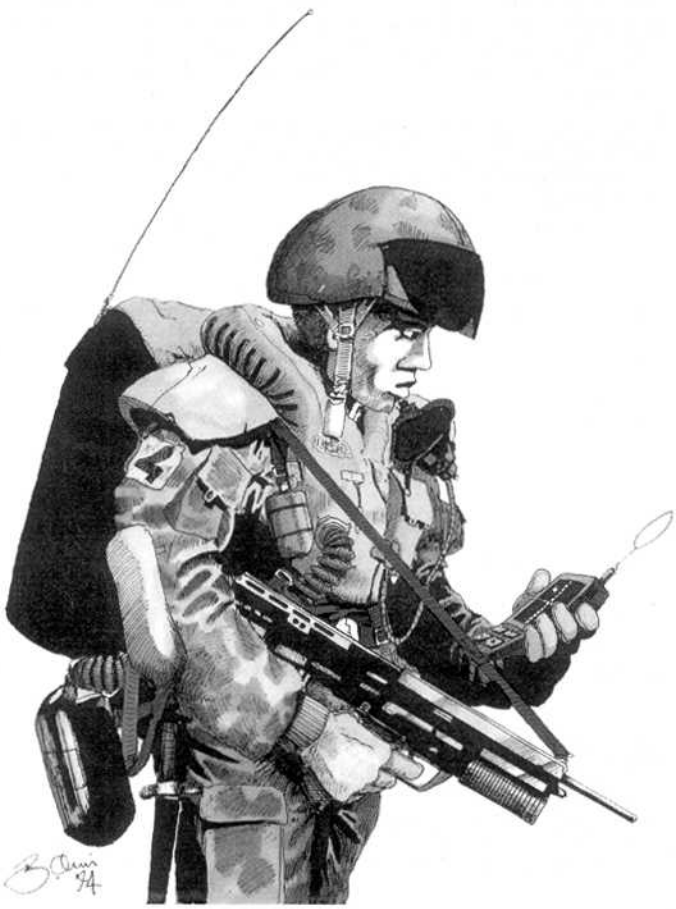
ii) to try and identify an inverted enemy counter;

iii) to disrupt enemy sensors or guidance systems;

iv) to try and foil an attempted task by an opposing EW unit (ie: ECM, ECCM, ECCCM and so on....).

Whenever one of these EW "tasks" is attempted, it costs the EW unit one of its EW markers from its stack; when all three are used up, no further tasks may be attempted by that unit until it is re-activated next game turn.

Whenever an EW unit has to roll a die in attempting a task, the type of die it rolls depends on the level of its EW system: for a unit with a BASIC EW package a D6 is used, with ENHANCED EW a D8 and with SUPERIOR EW a D10.



If desired, an EW unit can boost its chances of success in a given task by expending MORE than one of its EW markers; for each extra marker used up, raise the die type by one: thus a BASIC EW system can be boosted to use a D8 by expending TWO markers rather than the usual one, or boosted right up to a D10 by using THREE markers at once. No EW system can be boosted above a D12, so there is no point in expending more than two markers on a SUPERIOR system.

i) Jamming Communications:
Whenever a player attempts to communicate between units using battlefield comms (ie: any communication other than between units in direct contact), the opposing player may attempt to jam or disrupt the communications if he has an active EW unit on the table with at least one EW marker left. Such a jamming attempt must be announced immediately after the communicating player has announced exactly how he is making his call attempt (ie: after he has decided what request chits etc. to commit to the attempt) but BEFORE any dice are rolled. The "jamming" player then rolls a die according to the level of EW equipment he is using, at the same time as the communicating player makes his roll. If the jamming roll exceeds the communications roll (irrespective of whether the comms roll is successful in its own right) then the communication attempt has been jammed and the message fails to get through. An attempted communications jam, whether successful or not, is one EW task attempt and thus uses up the EW marker(s) allocated to the task..

ii) Remote Spotting of Inverted Counters:
An active EW unit may expend one (or more) markers at any time, in an attempt to identify ANY inverted enemy counter on the table, whether or not the counter is within sight of the EW unit. To do this, the EW unit is assumed to be linking in to its side's overall battlefield intelligence and sensor net as well as processing and collating data collected from sensors on other on-table units, aerial recon drones, intercepted enemy communications and other sources. In game terms, the rule is very simple: the EW player rolls a die (according to his EW system type, shifted up if he is committing more than one EW marker to the task), and the player owning the inverted counter rolls a die according to the counter's circumstances: if it is out in the open he uses a D4, if in concealment (ie: in any form of cover) a D6; shift up one die type if the counter is NOT within line-of-sight of the EW unit. To identify the counter, the EW player must roll HIGHER than his opponent. If he succeeds, the counter is revealed **even if** it is a mine, booby-trap or sniper (which would normally be proof against ordinary sensor location attempts). If the EW player fails to beat his opponent's roll then the counter remains inverted.

iii) Disruption of Enemy Sensors and Guidance Systems:
Whenever the enemy does something that uses electronic systems, such as attempting a sensor scan or firing a guided weapon, then an EW unit can attempt to "spoof" those systems and foil the enemy's attempt (these events can be occurring anywhere on the table, not necessarily in sight of the EW unit). The EW player announces he is attempting this task as soon as the opponent announces his intended action; the opponent rolls for his action as normal (with one or more dice depending on what he is doing), and the EW player rolls his own die at the same time - if the EW roll exceeds ANY ONE of the opponent's roll(s), then the EW has jammed the attempted action and it fails (irrespective of whether the opponent's roll(s) would normally have been enough for a success or not).

iv) Jamming attempted tasks by opposing EW units:
When an EW unit attempts any EW task, if the opposing player also has an active EW unit he may attempt to foil the first player by rolling his own EW die and attempting to roll higher; if he succeeds, then the EW task attempt is jammed and fails. This gets into the realms of Electronic Counter-Measures (ECM), Electronic Counter-Counter-Measures (ECCM) and so on - just how far you go with trying to spoof each other's spoofing attempts depends on how silly you want to get (and who runs out of EW markers first!).

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.

REACTION FIRE:

In normal play, whenever a unit is fired on it is assumed to be in the position and circumstances that it occupies at that moment, regardless of whether it has moved from somewhere else earlier in the turn; thus if a unit is activated and moves from the open into cover, whenever any opposing unit fires on it later in that turn it is considered in cover - if they wanted to fire at it while it was in the open, they should have done so BEFORE it activated.

There is, however, ONE exception to this general rule - this is called **REACTION FIRE**.

If a unit uses BOTH its actions for movement (of whatever type), then an opposing unit that can see it may declare REACTION FIRE against it - this consists of just ONE fire action by the opposing unit, which takes place as if the moving unit was caught in between its two actions. This is best illustrated with an example:

A unit starts its activation hidden behind a building or hill; during its activation it dashes out from concealment, runs across a stretch of open ground and dives into the cover of some bushes. This takes it both its actions, and the opponent immediately announces that he wishes to perform REACTION FIRE by a unit that is in a position to see the moving squad run across the open ground: he may resolve his fire as if he had caught the moving unit in the open, in mid-dash between its first and second actions; the result of the fire is calculated and applied immediately, so the target unit may or may not be able to complete its second action - if not this is lost.

Performing one action of Reaction Fire uses up the WHOLE activation of the unit that fires, so its activation marker is flipped over and it may do nothing more that turn; of course, units that have already activated may not perform reaction fire. It also counts as the "next activation" for the player who fires, so immediately afterwards it is once again the "moving" player's turn to activate a unit. Only ONE opposing unit may perform Reaction Fire against any one moving unit.

Reaction Fire may ONLY be performed against units that are MOVING with both actions as explained above - it may not be used in any other circumstances, including cases in which units move with just one action. The moving unit MUST be visible to the firing unit at the point between its first and second move actions.

Reaction Fire occurs only against units making double move actions; fire takes effect between first and second actions. Uses up complete activation of firing unit to perform 1 Reaction Fire action.

THE LAST STAND:

Military history (and fiction) is full of stories and events in which small bands of gallant troops, cut off from support, facing terrifying odds and almost out of ammunition have steadfastly refused to either run or surrender and have held their position until the last of their number fell. For every one case like this there are lots in which the troops drop their weapons and run like hell, but nevertheless we need to be able to simulate the CHANCE of the heroic, suicidal "last stand".

So, the unit is down to a single magazine per man, the Sergeant is dead, and there is only one missile left - outside the perimeter hundreds of the enemy are massing for a final charge..... a Corporal raises his hand and shouts "Remember Camerone/The Alamo/Talos IV" (or whatever is relevant to the unit's own history...); his men make their peace with their Gods, and brace themselves to receive the assault.

In game terms, we need a special rule for this kind of event:

A Last Stand test may be made VOLUNTARILY by the player owning the unit, provided certain conditions are met: the unit must be in cover (soft or hard) and/or In Position, and cannot have any other friendly units within 12" of it. Additionally, there must be at least three enemy units in line of sight at the time of testing, not including any that are Broken, Routed or voluntarily retreating. At the time of testing, the unit must have a Confidence no lower than SHAKEN; Broken or Routed units may not attempt the Last Stand, as their morale has already crumbled too far.

The actual test is simple: roll a D6, and a score of 6 indicates that the test is successful; a roll of 1-5 means that the troops panic totally and the unit disintegrates - if any enemy are within 12" then the troops will attempt to surrender to them (if applicable to the scenario - see rules on Surrendering and POWs), otherwise the figures are simply removed from play - they have dropped their weapons and fled.

If the Last Stand test is successful, the unit's CONFIDENCE marker is removed and replaced with a LAST STAND counter - after this, the unit does not need to take ANY further tests for confidence or reaction, even if close-assaulted, and will IGNORE any Suppression results inflicted on it. The unit will remain in its present position until either it is destroyed, or until all visible enemy units are in retreat - if this occurs, then the unit loses its Last Stand marker and regains a normal Confidence marker (at STEADY, irrespective of its earlier level), after which it will return to normal rules.

[Designer's Note: the severity of this test - a 1 in 6 chance of success, otherwise outright loss of the unit - is quite deliberate, in order to dissuade players from using this rule excessively or in inappropriate circumstances. These events are supposed to be very rare, and this rule is probably best omitted if you can't trust your opponent not to misuse it. The "Spirit of the Game" is very important here, and as such if an umpire is running the game then he should feel free to modify this rule to suit particular circumstances - for example, if a certain unit with a long history of glorious honour is in play it might be given a much greater chance of making a last stand than an average unit, whereas a force of poorly motivated conscript troops should probably never even have the opportunity of testing.]

SURRENDER AND TAKING PRISONERS:

If a unit reaches a confidence level of ROUTED and is unable to retreat without moving closer to any located enemies, it will attempt to SURRENDER to an enemy unit if one is within 12". If it is cut off from retreat but there are **no** enemy units within 12", the Routed unit will instead disintegrate - simply remove all the figures from the table, as they have thrown down their weapons and scattered.

Bear in mind that units will NOT surrender to an enemy that they know will not take prisoners - would you surrender to a slavering alien that has a reputation for eating humans alive? Surrender and the taking of prisoners will generally only happen in battles between human forces, where the troops can expect at least survival and hopefully decent treatment.

When a unit surrenders, the opponent has the choice of either moving the surrendering troops to his own men's position or of moving his troops to the surrendering unit; either way, the figures are moved immediately, whether or not one or both units have activated that turn. Once in contact with the opposing unit, the surrendering troops are deemed captured and may (if desired) be interrogated using the rules below. After this, the prisoners may either be moved along with the unit that captured them or else despatched to the rear - in this case, the capturing unit must provide a detached element to escort the prisoners, at the rate of one guard per six (or fewer) captives. Wounded prisoners may be carried by their captive comrades, taking two fit men to move one casualty.

Of course, prisoners may simply be shot (not that you'd think of that, would you...) - however this is where the "Spirit of the Game" comes in, and you should really role-play your forces properly. Undisciplined rebel scum might well butcher captives, but "civilised" armies probably won't unless very severely provoked; mercenaries will generally not kill prisoners for the sake of it, but may if it is tactically expedient. Like so much of the game, suit the reactions to the scenario in use.

Routed troops will surrender to enemy within 12" if unable to retreat. Prisoners may be moved to captors, or vice versa.

When escorting prisoners 1 guard required per 6 captives.

INTERROGATION OF PRISONERS:

When a unit has captured live enemy troops (including any wounded but stabilised by medical treatment), it may attempt to INTERROGATE them to obtain information about enemy forces or positions. To carry out an interrogation of any captives, the unit must spend a REORGAN-

ISE action. Note that this is just a very quick field interrogation, using whatever means are at hand and are deemed necessary under the circumstances - it is handled as a very abstract thing, but if you want to go into all the gory details (nasty person....) then feel free to do so!

For each captive being interrogated, roll the **prisoner's** quality die in an opposed roll against the **interrogator's** quality die (this assumes that the fine art of military interrogation - and how to resist it - is learned by troops as part of their training and hence better troops are better at it - a great simplification, but it works). If the interrogator's roll EXCEEDS the prisoner's roll, then the interrogation is successful and the prisoner reveals some information about his side's forces.

What can be gained from a successful interrogation depends on the type of prisoner being questioned. If he is an ordinary soldier, he will be able to give less useful information than if he is an NCO or Officer. If a successful interrogation attempt is made on an ordinary trooper, then it allows the interrogating player to REVEAL ONE INVERTED ENEMY COUNTER, anywhere on the table (whether in sight of any troops or not). Which counter should be revealed, however, is up to the choice of the player owning the prisoner figure and the counter - he may freely select ANY one of his own inverted counters to reveal, and thus will usually choose to reveal a dummy or other relatively unimportant item. If the prisoner is an NCO or Officer, however, the INTERROGATING player has the choice of which counter is revealed, thus he can choose to see one that he is particularly worried about.

Each individual prisoner may only be interrogated ONCE by the unit that captures him, though if a higher-level Intelligence unit is on the table the prisoner may be passed to them for further questioning; such actions are outside the scope of most SGII games, but may be useful in particular scenarios.

These interrogation rules are extremely simple and abstract, but do add a touch of variety to the game as well as giving players a reason not to just kill everything out of hand! Of course, players are free to expand on them if desired, especially if a scenario is built around the need to capture a live enemy and find some especially important piece of information.

Reorganise action spent to INTERROGATE prisoners. Roll opposed quality dice - if interrogator wins, reveal 1 enemy inverted counter (interrogator's choice if officer/NCO, otherwise prisoner's choice).

CASUALTY EVACUATION (CASEVAC):

CASUALTY EVACUATION operations, commonly known as CASEVAC or C-VAC to most armies, are provided by specialised vehicles (usually VTOL aircraft, though they can also be ground vehicle ambulances) dedicated to the rapid extraction of injured troops from the battlezone.

The availability of such units is dependant on the circumstances of the forces involved in the game and the scenario being played. If such a unit is available, the knowledge that casualties can be quickly recovered from the battlefront and returned to medical facilities off-table is a great psychological boost to the troops on the ground.

Provided it is agreed that a Casevac unit is on call, it operates as for any normal airborne or ground unit (as appropriate); a marker to represent the Casevac vehicle should be placed in the LOITER box on the Incoming chart - it is then available to be called by the player at any time, with a successful COMMUNICATION roll being needed to call the Casevac unit on to the table. This roll is carried out in the same way as for transferral of actions or requests for support - thus the die type used for the communication is modified if the communication attempt bypasses one or more of the normal chain-of-command levels. It is assumed that the Casevac unit is allocated at the highest Command level present on-table - thus if a Platoon commander is the highest Command unit in play then the Casevac may be called by him at no communications penalty, or by a Squad leader at a one-level communications penalty.

When successfully called, the Casevac unit marker is immediately moved from the LOITER box to the BATTLE AREA circle and the vehicle model placed on the table edge where desired. On the NEXT game turn, it may be activated as a normal unit and will enter the table.

Loading injured troops (stabilised casualties) into a Casevac vehicle takes one action with the squad in direct contact with the ambulance or grounded VTOL; once the vehicle leaves with the wounded aboard, the squad may immediately make a D6 roll - if they score 3 or more, they immediately RISE one level of Confidence; if they are lucky enough to roll a 6 then they rise TWO levels. Additionally, any other friendly unit WITHOUT any wounded to be evacuated that is within 12" of the unit attended by the Casevac may also roll a D6 and will recover ONE confidence level on a score of 5+ (their own morale is lifted by seeing their comrades recovered). Note these rolls are not dependant on the unit's quality or leadership - it is the same simple D6 roll for ANY type of unit. Of course, no unit may rise above CONFIDENT (CO), so if they are already on this level there will be no effect.

Important note: unlike other means of raising CL, such as Rallying, the effects of successful Casevac CAN actually raise the CL of fatigued troops above their initial starting levels - right up to CO if they are lucky. The morale-boosting effect overrides their fatigue, at least for the short time the game represents.

A Casevac vehicle may make more than one pickup of casualties while on the table if desired, but may not hold more injured personnel than HALF the normal complement of troops for that type of vehicle (wounded personnel, especially on stretchers, take much more room than seated soldiers - plus there are the medics and additional equipment on board already).

After all desired pickups have been made, or when the vehicle is full, it must immediately leave the table - how long before it may return (if at all) will depend on the scenario in play - if this is not specified, then it must travel out to box 3 of the Inbound Chart (see P.44) before it may turn round and start coming back.

In addition to the potential recovery in Confidence levels, the successful evacuation of injured personnel may have a beneficial effect to the player's Victory Conditions (this should be specified in the scenario) and can also be of use in a series of games - see P.61 for details of how recovered casualties may return to duty with their units in a campaign game.

Casevac must be called by successful communications roll. After evac, roll D6: on 3+ raise CL of unit 1 level, 6 = up 2 CLs. Other units raise CL by one on 5+ if within 12" (and in sight) of evac.

RULES OF ENGAGEMENT:

Certain scenarios may specify that one or both sides must operate under restrictive RULES OF ENGAGEMENT, which prohibit them from doing certain things and/or using certain weapon types. The exact nature of these rules will depend on the scenario and the Umpire's decisions, but typical examples could be no fire of anything heavier than small-arms and infantry support weapons while within towns or villages, no shooting at civilians (exact target identification required before firing), no artillery or air support to be called on anything near civilian settlements and so on.

The imposition of such rules is usually made on forces operating against guerrilla or insurgent forces in theoretically "friendly" areas, but can be applied to other situations such as peacekeeping troops or police actions - anywhere that politics conspire to stop the soldiers doing their job properly!

How the Rules of Engagement are implemented is really up to Umpire and how strict he wishes to be about it - a minor breach of the rules like shooting a farmer's livestock may simply lose the player some victory points (under whatever system is in use) or may in extreme cases cause him to automatically lose the game - things like cluster-bombing the local school/hospital/orphanage probably fit into this category.....

MINES:

Mines have always been particularly nasty things, and they just get nastier as technology increases. Most mines are detonated by proximity fuses (thermal, audio or vibration detectors, or magnetic/gravitic sensors for anti-vehicle types) so it is not even necessary to step on or drive over one to set it off. Some have extra devious tricks like random delay fusing that stops them going off on the first (or even second) activation, so even if one man or vehicle successfully negotiates a mined area the next one might get caught by a "dormant" mine that ignored the first target! Some mines move themselves about at random, and even "pounce" on targets from some distance away.

Minefields are represented by inverted counters until someone stumbles into them or manages to successfully detect their presence.

There are three different kinds of mine considered in the game - ANTI-PERSONNEL (AP) mines, ANTI-VEHICLE (AV) mines and COMMAND-DETONATED MINES (CDMs); the first two types are laid in minefields, which may contain just one kind of mine or a mix of both. CDMs are rather different in operation and are dealt with separately.

CONVENTIONAL MINEFIELDS:

A minefield counter indicates a mined area 6" in diameter, centred on the counter; thus any unit coming within 3" of the counter may trigger a mine. BLACK mine symbols on the counter represent Anti-Personnel mines, RED symbols are Anti-Vehicle mines and a counter with BOTH symbols represents a mixed field.

Note that all Minefields are areas sown with multiple mines - setting one (or several) off does NOT render the field ineffective; it remains active for the game duration unless cleared or neutralised.

Whenever an infantry unit moves so that some (or all) of its figures are within 3" of an AP or Mixed minefield counter, a die must be rolled for EACH figure that actually in the danger area (if this means that you send some poor s*d forward on his own to see if he gets blown up, then that is fine - but remember he must either stay within unit integrity distance or must be operating as a detached element). For each man, roll the unit's QUALITY DIE, on the assumption that the poorer the troops the more likely they are to trigger something nasty without noticing it. If the minefield is a pure AP type, then each man is caught by a mine if he rolls a 1,2 or 3; if it is a MIXED minefield then each figure will only get attacked on a roll of 1 or 2, to represent the lower density of AP mines. Infantry will NOT set off AV mines.

Any figure attacked by a mine must roll his Armour die vs. the Mine's Impact value, which is **D10**. Casualties are reckoned as for fire attacks, ie: Impact beats Armour = WOUNDED, Impact MORE THAN TWICE Armour = DEAD.

Vehicles entering or moving through pure AV mined areas will **automatically** be attacked by a mine; in MIXED fields roll a D6, with the vehicle being attacked on a roll of 3 or more.

When a vehicle is attacked by an AV mine (AP mines have no effect), roll a **D10** for the mine and roll for the vehicle's SUSPENSION type in the same way as for hits on the suspension during heavy-weapons fire (see P.39):

A Civilian-type WHEELED vehicle rolls a D6; a Military WHEELED type a D10, a TRACKED vehicle a D10 and a HOVER vehicle a D8. UNLIKE suspension hits from direct fire, GRAV (ground-skimming) and WALKER type vehicles roll a D12.

If the MINE rolls higher than the vehicle suspension roll, then the vehicle is IMMOBILISED by the mine.

If the mine rolls MORE THAN TWICE the suspension score, then the vehicle is DISABLED and some of its occupants may be injured - roll for them as per the vehicle crew casualty rules on P.39; counting the mine as a SIZE 2 weapon: if the vehicle is an AFV then roll as if it was a MINOR hit - thus any occupant that rolls 1 or 2 on their personal ARMOUR die will be a casualty; if the vehicle is a SOFTSKIN then treat it as a MAJOR hit, so casualties occur on rolls of 1-4.

All minefields 6" diameter (3" radius around counter). RED = AV, BLACK = AP, BOTH = MIXED.

AP mines vs. infantry: Roll Quality die for each figure in minefield; AP fields: hit on 1-3; Mixed fields 1-2. Men hit roll D10 (mine Impact) vs. Armour, normal casualty scores.

AV mines vs. vehicles: automatic attack in AV field, attacked on 3+ on D6 in Mixed field. Roll D10 (mine) vs. SUSPENSION (Civ. wheeled D6, Mil. wheeled D10, Tracked D10, Hover D8, Grav/ Walker D12). Mine exceeds Armour = IMMOBILISED; more than twice = DISABLED + possible casualties (AFV occupants 1-2 on Armour roll, Softskin occupants 1-4)

MINE CLEARING:

In the timescale of the game, Mine clearance by hand is not possible. Mines MAY be cleared during the game by specialist engineering vehicles (eg: ones fitted with Mine Ploughs or similar equipment), which may clear a minefield by driving over the counter; each time, roll the Quality of the vehicle driver - if he rolls a ONE then the vehicle is attacked by a mine, otherwise it clears the field without being attacked.

The other way mines may be cleared in game-time is by ARTILLERY - if an artillery round lands so that the MINE counter is within the burst radius of the shell, the blast sets off the mines and clears the field.

Mines cleared by Engineering vehicles (roll Quality - 1 = vehicle attacked by Mine), or by Artillery (Mine counter must be in burst radius).

COMMAND-DETONATED MINES:

CDMs are special forms of mine similar to the "Claymores" in current service. A CDM is a "directional" defensive mine that, when fired, sprays a cone of shrapnel towards an enemy unit with devastating effect against infantry.

CDMs may be emplaced before or during the game (it takes an infantry unit equipped with them 1 action to set up a CDM, which is marked by the relevant counter), and may be detonated by the owning player at ANY time during the game, provided the unit that controls them (usually the one that set them up) is in a suitable position to see the mine and the unit being attacked by it. The player does NOT have to wait for his unit to activate in order to trigger a CDM - it may be done in response to a move or action by an opposing unit, and does not use up the activation of the controlling unit. Any number of CDMs controlled by the same unit may be fired at the same time, at the player's discretion.

When a CDM is fired, it will attack the NEAREST infantry unit to it; roll for EACH figure in the unit that is within **6"** of the CDM counter (they do not have to be directly in front of it - the CDM is a "smart" device that will swivel to fire in the optimum attack pattern for the threat it senses). For each figure caught in the blast, roll a D10 for the mine against the Armour die of the figure, counting casualties with the usual scores.

CDMs have no effect against ARMOURED vehicles (AFVs), but against SOFTSKINNED vehicle targets they roll as for infantry - if the mine's roll exceeds the vehicle's D6 Armour Die then the vehicle is DISABLED and its occupants should each roll as described in the AV mines section above.

Note that, unlike conventional minefields, a CDM marker represents just ONE mine and is therefore removed after detonation.

CDMs: 1 action to emplace. May fire at any time, no action needed to detonate. Roll for each figure within 6", using D10 for CDM vs. figure Armour. Softskin vehicles roll vs. mine, AFVs no effect. Remove marker after detonation.

BOOBY TRAPS:

Booby Traps are similar in effect to Mines, but are one-shot devices designed to kill or incapacitate (usually) a single soldier that blunders into one. Though there are many different types of booby-trap possible, for SGII we assume a typical small explosive type with some sort of remote sensor or trip-wire detonation. When a unit (or any figures from one) comes within 3" of a booby-trap counter, the player owning the troops should roll his unit's Quality die, while the player that placed the trap rolls a D8. For simplicity we assume the trap is either discovered or detonated - if the trap's roll beats the unit's roll, the booby-trap detonates; if it does not, it is discovered by the troops and rendered harmless. If the booby-trap detonates, whichever figure was CLOSEST to the trap counter must roll his Armour Die in an opposed roll against the trap's Impact die, which is a D8 in most cases (more or less powerful traps may be specified if agreed, depending on the scenario). The effect on the figure is reckoned in the same way as any other explosive effect. If any other figures are in base-to-base contact with the "victim" figure when the trap goes off, they are also attacked but with an Impact die one lower than the main attack (ie: a D6 for most booby-traps).

Once a booby-trap has been set off or discovered, the counter is removed from play.

DECOYS:

Decoys are devices that emit signals to confuse Guided weapons, drawing them away from their intended target and towards the Decoy.

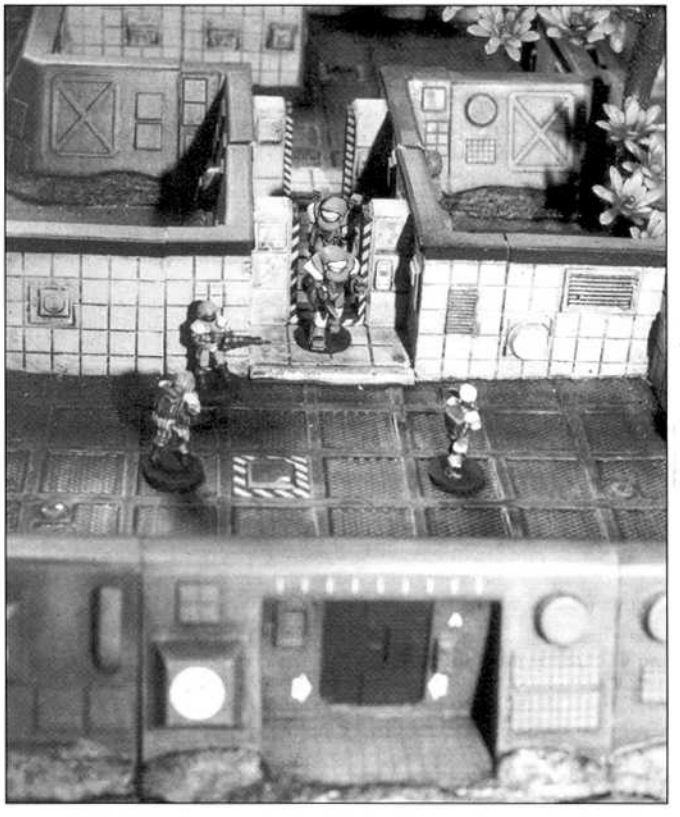
Vehicles may be fitted with DECOY launchers, which may be fired (launching one decoy) whenever the vehicle is fired on by a Guided Missile. When used, the decoy rolls a D8 in an opposed roll against the Missile's Guidance die; this roll is made BEFORE the missile hit is rolled for. If the decoy roll exceeds the missile's roll, then the missile has been confused and will home on the decoy rather than the target vehicle. If more than one missile is incoming, roll separately for each missile against the decoy - it can attempt to deflect more than one missile, but once it has succeeded it will be destroyed by the missile it has attracted, so any other missiles fired later in the turn will ignore it. A vehicle decoy launcher may only fire ONCE per turn.

If desired, infantry units may also employ emplaced decoys; it takes one action to place a decoy - mark the spot with a DECOY counter, which remains in place until it does its job and is thus destroyed. An emplaced decoy will attempt to attract any enemy missile fired at any target that is within 6" of the decoy at the time the missile is fired.

Vehicle DECOYS fire once per turn if attacked by Missile. Roll Decoy (D8) vs. Guidance, success = missile attacks decoy. Emplaced decoys take 1 action to set; will roll vs. any missile aimed at unit within 6" of decoy.

BUILDINGS AND FORTIFICATIONS:

Buildings and fixed fortifications can play a part in any scenario. All structures are considered POINT TARGETS when fired at, and each should be given a SIZE CLASS in a similar way to vehicles - thus a small bunker or pillbox might be a size 2 or 3 target, but most buildings are going to be size 4 or 5; very large structures should be considered as being made up of several sections or modules, each of which may be attacked and/or destroyed separately.



NSL Power Armour troopers break through into the bunker in the face of FSE Legionnaire resistance.

Fire at structures is resolved in the same way as fire at vehicles, using the structure's size class to calculate the range band (depending on the weapon type firing)

If a player wishes to attempt to fire at a certain part of a building, such as a window or door, then treat the intended target point as a much smaller target (windows or small doors would be size 1 targets) and roll accordingly to see if the shot hits. If such a shot MISSES the intended target point then roll a D6 - if this roll exceeds the overall size class of the building then the shot has actually missed the structure completely, if not then it hits the building somewhere other than the specific point of aim.

Example: A player fires a plasma gun at the door of a bunker - taking the door as a size 1 target, he rolls accordingly and fails to hit. The bunker itself is a size 5 target, so having missed the door the player rolls a D6 and scores 3 - his shot his the bunker's armoured wall; if he had rolled a 6 (thus exceeding the bunker's size class of 5) his shot would have missed the structure completely.

Fortifications may mount weaponry if desired, using the same capacity limitations as for vehicles.

All structures have ARMOUR RATINGS similar to those of vehicles; defended military structures will have much higher armour ratings than civilian buildings, and specific parts of buildings (doors, windows etc.) may be given different armour ratings to those of the main structure.

Suggested examples of armour ratings are:

Primitive building (timber, adobe etc.)	Armour Class 0 (D6)
Typical civilian building (brick or similar)	Armour Class 2 (D12x2)
Steel or concrete building	Armour Class 3 (D12x3)
Fortified bunker	Armour Class 5 (D12x5)
Door or window in civilian building	Armour Class 0 (D6)
Armoured viewport	Armour Class 1 (D12)
Armoured door	Armour Class 2 (D12x2)
Heavy armoured door	Armour Class 3 (D12x3)

Buildings that are hit by weapons fire are checked for effects as for vehicles; hits that fail to penetrate do no damage, hits that penetrate and would DISABLE a vehicle cause potential casualties among the occupants of a building (as for vehicle occupant casualties) but do not endanger the integrity of the structure, while hits that would DESTROY a vehicle cause casualties accordingly and also reduce the building (or that part of a large "modular" structure) to rubble.

The possibilities for types and styles of civilian and fortified buildings are almost endless, and obviously we cannot detail them all here - if such structures and installations play a part in your games, you will have to provide your own specifications and any special rules that are required.

Buildings are treated same as vehicles when fired on; small areas (doors, windows) may be targeted specifically if desired.

FIRES, FLAME AND INCENDIARY WEAPONS:

Flame weapons (normally termed "Flamers" in SF) are specialised man-carried weapons that fire burning chemicals; they are short-ranged but VERY nasty weapons, and in Close Assault they are classed as TERROR weapons due to the fear they cause in opponents - very few men will stand and face an enemy with a flame weapon.

The effects of Flamers are covered in the normal close combat procedures, but any time they are used there is a chance that the surrounding area will be set alight; roll a D6: if the area is particularly flammable (this must be decided by the players or umpire) then it will catch light on a roll of 3 or greater, if there is nothing much around to burn then only a 6 will cause a fire. Once a fire has been started, place one of the FIRE markers at the centre point of the action that caused the fire.

Incendiary round may also be used, from artillery, aircraft or other weapons, to deliberately create fires; the use and effects of these should be regulated by the umpire depending on the circumstances, as they will have much more effect in some situations than others.

Once a FIRE marker is placed, it is assumed that an area of radius 3" all around the counter is ON FIRE (not necessarily a huge raging inferno, but probably a number of small fires scattered around the area). Any infantry figure or Softskin vehicle coming within 3" of a FIRE marker must roll its Armour protection vs. A D4 for the fire - if the fire roll beats the Armour roll then the figure will become a casualty in the usual way (as for small arms fire, mines etc.)

Every FIRE marker on the table also produces SMOKE - refer to the smoke rules below for details.

For every FIRE marker on the table, roll a D6 at each TURN END PHASE; on a roll of 1 the fire goes out, but on a roll of 6 it spreads - roll for DEVIATION using the D12 clockface method plus a D6 for distance, and place another FIRE marker at the designated spot.

An infantry unit may attempt to fight a fire by spending its whole activation (2 actions) doing so - in this case roll the die type nearest to the NUMBER of men in the unit (rounded up); if they roll 4 OR BETTER then the fire is put out and that fire marker removed.

Flamer use causes FIRE on 6 in normal areas, 3+ if very flammable (D6 roll).

FIRE marker represents 3" radius fire area. Figures in area roll Armour vs. D4 for fire, casualties as normal.

Roll per fire at turn end: D6 - 1 = fire out, 6 = fire spreads (deviation roll, D6 distance).

Firefighting: whole activation, roll die for no. of men, 4+ = extinguished.

SMOKE:

Smoke (which for game purposes includes any chemical agent designed for obscuration) may be produced naturally - by things on fire - or by artificial means.

Smoke clouds block lines of sight and lines of fire - units may neither see nor fire through smoke.

Smoke should be represented in the game by the cotton wool "balls" you can buy from any chemist; these should be teased out until they are approximately 2" in diameter - each such ball represents one small "cloud" of smoke.

All fires produce smoke clouds that extend downwind from the FIRE marker. When the fire starts, roll a D6 and place that number of smoke "clouds" in a continuous line extending downwind. In each TURN END PHASE, roll a D6 again for every fire on the table (after rolling to see if the fire remains alight) - on a 1 remove all the smoke, on a 2 remove one cloud from the upwind end, on a 3 or 4 leave it as it is and on a 5 or 6 add an extra cloud to the downwind end.

Artificially produced smoke lasts only a short time - all such clouds are removed at the Turn End Phase, regardless of when in the turn they were created.

Infantry units and vehicles fitted with smoke dischargers may create a three-cloud wide smoke screen across the front of their present position, the clouds being placed 6" in front of the unit or vehicle.

Smoke shells may be fired by Artillery: place the number of clouds equal to the artillery type's BURST RADIUS (so a delivery system with a 6" burst radius would produce 6 clouds of smoke) extending downwind from the impact marker.

SMOKE is in 2" clouds; vehicles/squads produce 3 cloud screen 6" from unit. Shells produce clouds = to burst radius.

Fires dice each turn end for change in smoke, 1 = gone, 2 = lose 1 cloud, 5-6 = add 1 cloud.

WEATHER CONDITIONS:

Fighting in adverse weather conditions is obviously more difficult (usually for both sides) than in good weather. If players wish to simulate combat in poor conditions, the suggestions below will give some idea of the limitations that can be imposed - the exact rules used can be varied to suit the scenario and location of the battle (especially if it is set off-Earth, perhaps on some colony world with extremes of climate?).

RAINY conditions cause most terrain types to become one grade worse (eg: POOR becomes DIFFICULT) for wheeled and tracked vehicles, and for all troops on foot. If the rain is deemed heavy enough it will also restrict maximum sensor range and make all direct fire treat its range band as if it were one band greater than it actually is. Falling snow will have similar effects, but can also (if sufficiently heavy) cut sensor range down even less and make many types of terrain completely impassable to ground vehicles. Heavy rain or snow may also prevent aerospace craft from flying.

VERY HIGH WINDS (especially on non-terran worlds) may be so strong that only Powered troops and vehicles can stand against it - unsuited Infantry must remain in their vehicles. Such winds may also make Air and Interface missions impossible.

There are many other possibilities for weather effects that can be explored if you wish - dust and sandstorms in desert areas, fog and mist, etc. The best way of dealing with any weather effects is to write them into specific scenarios.

NIGHT FIGHTING can be worked out on a similar basis to adverse weather conditions, but don't forget that most modern forces are very well equipped for night or low-light operations; with the provision of advanced sensors, image-intensification and the like, night fighting is far less difficult or restricted than it used to be.

EXOTIC ENVIRONMENTS:

Games set on other worlds (and even ones set in certain parts of our own planet, eg: desert or arctic regions) may well have terrain and conditions very different from battles in Earth's temperate zones. Icefields, very hot/volcanic areas, high or low gravity, vacuum environments - all can be looked at for variety in game settings.

To go into detail on all such environments would take up too much of this book, so all we can really give you here are the briefest guidelines to get your own imaginations working - after all, that should be half the fun!

When you start to look at the effects of a given environment, many of the limitations become obvious. For example, GEVs and any conventional aircraft or helicopters can't function on vacuum worlds! Extremes of temperature and/or gravity will mean all infantry will have to be Power suited, and hostile/poisonous atmospheres will require all troops and vehicles to be fully sealed at all times.

Vacuum combat (no, we don't mean troops armed with hoovers....) has many possibilities but also many limitations. Games can be set on airless worlds, and these naturally require certain special equipment; all troopers must be in fully sealed suits with life-support systems, and all vehicles must be airtight and pressurised. All WOUND effects should be considered as KILLS when fighting in vacuum, due to the fatal nature of almost any suit breach. Most weapons systems will function normally in vacuum, but as mentioned above, hovercraft (GEVs), VTOLs, helicopters and winged aircraft cannot operate - all flying craft require either Grav or Thruster propulsion. You also can't use vehicles with air-breathing (ie: internal combustion) engines unless they have tanked air supplies!

"Exotic" scenarios can often be used to balance games between otherwise incompatible forces, and in any case they can be an enjoyable change from the basic style of game.

Don't forget the possibilities of native flora and fauna - a few dangerous plants and some randomly-roaming wildlife on the battlefield can add all sorts of twists to the game!

One important point should be made here: there is often a trend in SF games (as well as literature and movies) to classify a whole planet as a "Desert World" or a "Jungle World", etc. When you actually think about it, this is pretty silly; virtually any planet that is within the "life zone" of a star and is even remotely habitable to humans will have the same vast variation in terrain and climate types as our own world has. Sure, the AVERAGE conditions may be hotter or colder than Earth, but even an arid low-water planet will still have some kind of temperate bands at certain latitudes. Basically, a planet is a very big place - not just a few acres of movie studio backlot!! Of course, human settlement on most colony worlds will tend to cluster in the most easily habitable (ie: Earth-like) areas, unless there is a very good reason to do otherwise (such as setting a mining colony where the ore is even if it means braving a hostile environment).

ALIEN RACES IN STARGRUNT II:

The rules in this book are based on human-vs-human conflicts, but the framework of the rules will function equally well for human/alien or even alien/alien games. A full and detailed treatment of the subject of alien races is planned for our first SGII supplement, provisionally entitled BUGS DON'T SURF! [We are hoping to get this out in the not too distant future, but things being what they are we are not promising any dates!].

If you wish to include alien forces in your battles in the meantime, use the normal rules with as many "twists" and ideas as you can come up with to ensure that they have a different feel to the human armies - for example, have a human force of low to mid-tech troops and equipment up against an alien invader with all Grav vehicles and energy weaponry - or even vice-versa!

A more complex question than the technology of the alien forces is their psychology - if they react to combat conditions and stress in exactly the same way as human troops, then they are little more than the traditional Hollywood "man in a rubber suit" type of alien. What is really needed is to give each alien race its own unique variations in terms of confidence, leadership etc. - perhaps they revere their unit leaders like gods, and the death of one will send the rest of the unit into a kill-crazed frenzy? Alternatively, maybe the sight of a retreating enemy unit triggers the same kind of berserker bloodlust and uncontrollable charge? As with the ideas for backgrounds and scenarios, SF literature and films are teeming with things bug-eyed and squirmy that can be developed into suitable game forces. If you come up with any particularly good ones and wish to send them in to us, please do so - we may well use them when we come to do the supplement!

21 RECORD CARDS

For ease of play, we recommend the use of three types of RECORD CARD; these are MISSION CARDS, VEHICLE CARDS and SQUAD CARDS, and suitable blanks of each of these are provided on P.71 - purchasers of this book are granted permission to photocopy these cards for their own personal use.

The Vehicle and Squad record cards are intended to give all the data and statistics about your particular units that you will need during the play of the game, greatly reducing the amount of referring back to the rules that will be required during play.

It is suggested that players and umpires should build up a "library" of the Vehicle and Squad cards, one for each TYPE of vehicle or squad that they have in their collections; thus when they wish to use certain units in a game the data cards for those unit types will be readily to hand.

Note that you do not need a card for every separate unit you are using in the game - just one for every DIFFERENT TYPE of unit. The cards are not intended to record changes of information during the game, but simply to provide the basic data; game events such as casualties or damage are recorded with the on-table markers, NOT written on the cards.

MISSION CARDS:

When you are setting up a game, whether it is a one-off battle or part of a campaign series, we strongly recommend that a MISSION CARD is filled out for each player or side involved in the battle.

The MISSION CARD gives all the important information about the player's objectives, his forces, mission motivation, fatigue level and support availability; the sample card shown here illustrates how the information should be entered.

We suggest that filled-in mission cards are kept by the umpire after each game, as they can easily be reused if the same scenario is replayed later; this way the umpire or players can build up a file of missions that can be combined in different ways to provide quick, easy game set-ups at any time.

The mission card is for the player's reference only - no written records need be entered on the card by the player during the game.

STARGRUNT II MISSION CARD

COMMANDER: MAJOR TIM | FORCE: REINFORCED PLATOON (PA)

MISSION MOTIVATION: HIGH | FATIGUE LEVEL: FRESH | ADE (HOSTILE): LOW (D6)

MISSION OUTLINE

SURGICAL STRIKE TO OBTAIN TACTICAL DATA FROM ENEMY COMMAND POST. UNITS WILL INSERT BY HIGH ALTITUDE DROP AT GAME START.

PRIMARY OBJECTIVE

ENTER COMMAND POST, RETRIEVE DATA FROM COMMAND TERMINAL; RECOVER AS MUCH OF FORCE AS POSSIBLE.

SECONDARY OBJECTIVE

DESTROY COMMAND TERMINAL AND EXTRACT SURVIVING TROOPS IF POSSIBLE

FORCE ORGANISATION

POWER ARMOUR PLATOON, 4 SQUADS OF 6 MEN EACH
COMMAND SQUAD HAS 1 EW ELEMENT ATTACHED (2 MEN)
ALL IN FAST, HEAVY PA SUITS.

SUPPORT ASSETS	ORGANISATIONAL LEVEL
INTERFACE LANDER ON CALL FOR PICKUP STARTS IN BOX 3 WHEN CALLED. NO ARTILLERY ASSETS AVAILABLE.	AT COMPANY LEVEL

NOTES

MUST SPEND 1 ACTION WITH EW OR COMMAND ELEMENT IN CONTACT WITH COMMAND TERMINAL TO RETRIEVE DATA.

VEHICLE CARDS:

A Vehicle Data Card contains all the necessary game statistics for a particular vehicle type; it records not only the basic information about the vehicle (mobility, armour type and so on) but also has space for the values needed in the game when firing the vehicle's weaponry or using its other systems. A completed example is illustrated below:

STARGRUNT II VEHICLE DATA CARD

NAME: LKPzW VI | TYPE: NSL HOVER MICV

SIZE: 3 (MED) | MOBILITY: GEV | ECM: D8

ARMOUR: FRONT 2 SIDE 1 | CREW: 3

INFANTRY CARRIED: 8

WEAPONRY TYPE	FIRECON	BASE IMPACT
GAC/1 (TURRET)	ENH (D8)	D12
GSM/L (TURRET)	ENH GUID. (D8)	D12x2

NOTES AND OTHER EQUIPMENT

DECOYS, SMOKE LAUNCHERS.

SQUAD CARDS:

Like the vehicle cards, the Squad card records all the necessary information on one type of infantry squad or similar unit - how many members it has (when at full strength), what their weapon types are, the game stats for the weapons and so on. It does NOT record information like unit leadership, quality level or confidence, as these vary from squad to squad - the card is only for the general type of squad rather than for a specific unit on the table. Of course, if you DO want to fill out a separate card for each unit in your force then feel free to do so - in that case you can record that unit's quality, LV etc. in the NOTES box on the card. The example below is a card filled in for a typical infantry squad:

STARGRUNT II SQUAD DATA CARD

SQUAD TYPE: FSE LEGION INFANTRY SQUAD

FULL STRENGTH: 8 | ARMOUR: PARTIAL (D6)

MOBILITY: NORMAL (D6) | SENSORS: ENH. (D8)

SMALL ARMS TYPE	FIREPOWER	IMPACT
GAUSS ASSAULT RIFLE	2	D12

SUPPORT WEAPONS	FIREPOWER	IMPACT
GAUSS SAW	D10	D12
GMS/P (ENH. GUIDANCE)	D8	D12

ATTACHED SPECIALISTS: SNIPER, GAUSS SNIPING RIFLE

NOTES AND OTHER EQUIPMENT

ONE AGCI-5B APC ATTACHED FOR SQUAD TRANSPORT

KEEPING OTHER RECORDS OF YOUR UNITS:

If you are playing a series of games with the same forces, you will need to keep records of what happens to each squad or other unit in each game, noting down such things as the casualties taken in each battle, any recovered troops and when they return to duty, any replacements assigned and so on. All these factors are more fully explained in the chapter on CAMPAIGN games. We suggest that each player keeps a "unit roster" for his force, listing each squad and if desired each individual trooper - you can even start assigning names to individuals if you wish, but be warned: as soon as you start identifying with individuals in your units you'll have a very different attitude to putting them out to get shot...!

22 CAMPAIGN GAMES

CAMPAIGNS, in Wargame terms, are usually played as a series of "linked" games following the course of a much larger military operation - the invasion of a state, or in SF games even of a whole planet! A complete system for campaign gaming could fill half this book, so we are just going to give you a few ideas to start you off in the right direction. There are several good books on "historical" wargames that cover Campaigns in some detail, and these are all excellent reference material - even in a far future setting many of the logistics and other problems that beset Commanders engaged in extended operations will still apply.

To run a successful Campaign game you will need to consider factors outside the basic front-line fighting units of your army. Any force needs its Logistics "Tail", and in Mechanised Warfare the number of supply, fuel, maintenance and other backup units often far outweighs the actual "teeth" end of the fighting force.

The provision and use of such logistic support is a vital part of any series of games; a force might win a given battle, but unless it can then be resupplied with fuel and ammunition, have its wounded treated and its crews fed and rested, it will surely lose the next one! In Game terms, if such support is not provided (or simply cannot be got to the troops in time), their Confidence and combat efficiency will suffer VERY greatly in the next and subsequent battles; a force with dry fuel tanks and empty ammo bins (not to mention hungry men) will not stand and fight for very long.

In between battles, forces can engage in repair and recovery of damaged vehicles (the force that wins a battle will be able to recover not only their own repairable equipment, but perhaps also some of the enemy's) and bring units back up to troop strength provided sufficient resources and replacements are available to them. Reconnaissance may be carried out to prepare for the next combat, and troops may even be granted the all-important rest and recovery time!.

The use of the Unit Quality and Confidence system in STARGRUNT II provides the ideal mechanism by which units that perform well in battle can actually INCREASE their abilities between engagements. GREEN units that survive a few battles could become REGULARS and could then eventually aspire to VETERAN status. The 'down side' is that if a unit is severely depleted in one battle and receives a load of replacement troops to return it to full combat strength, this influx of "Fungs" could well have the effect of REDUCING the overall Quality of the unit.

UNTRAINED and ELITE units, representing the two extremes of the quality scale, should not really be included in this progression. UNTRAINED units, being basically civilian rabble, will not usually improve to GREEN or above unless they are actually subjected to some proper military training; the ELITE rating is generally reserved for Special Forces, which are formed through extensive specialised training and are not just a further step up from VETERAN.

SUGGESTED CAMPAIGN STYLE:

Because STARGRUNT II concentrates on small unit actions, we recommend that most campaigns should be a series of small engagements set within the context of a much larger battle or war. Each player (or group of players) could form, say, a platoon or company - depending on the size of forces available - and then follow their actions over a period of weeks or months of game-time, as the troops do their "tour of duty". If you try this sort of campaign, it would not be very realistic to always have the same two companies fighting against each other in every battle - thus we suggest that the umpire (who is essential to any good campaign set-up, as he is the one who controls what is really going on) should have a selection of other forces on-hand to pit against the players' units - each player can take turns at controlling one of the umpire's forces as opposition for the other player's own units, or else the umpire himself may play the "enemy" in some games. Every now and then, when it is reasonable within the overall picture of the war, the umpire may have all the players' own forces meeting each other and fighting a head-to-head battle. Any players whose own forces are not involved in a particular game may be pressed into service as subordinate commanders for the units being used, so no-one needs to get left out!

These ideas are just the start; we hope to expand on the Campaign Game idea in future publications, but for now this should give you something to be going on with.

IMPROVING TROOP QUALITY:

A rough-and-ready way of allowing for troop quality advancement is to give each unit a number of points for each battle in which they participate - say 3 for being on the winning side, 1 for losing (even a bad result gives experience) and maybe an extra 1 for achieving their own limited objective even if their side loses overall. Keep track of these points from game to game, and when a unit accrues enough it may rise to the next experience level - we would suggest 5 points to rise from GREEN to REGULAR, and 8 points to go from REGULAR to VETERAN, but you can change these according to the situation if you wish (a high intensity war against good opposition will generally result in faster improvement than suppressing a few rebel farmers...). As already discussed, UNTRAINED and ELITE troops to do not really fit into the normal progression of quality levels and should be dealt with on their own merits as befits the storyline of the campaign. Any raising of quality due to accumulating enough points should be taken into account BEFORE allocating any replacement personnel (see below) as the influx of new troops may then cause the quality to drop again - in such a case the improvement points are considered used up anyway and the unit must start gaining them afresh.

The system above is just a suggestion; if preferred, the umpire can simply look at each unit's actions in the battle and assign level increases (or not) on the basis of their performance, much like the GM's allocation of "experience points" in some Role-Playing games; if done properly and without personal bias this will usually feel much more realistic than the rather abstract points system above, but as with everything here it is down to which method you prefer.

REPLACEMENT TROOPS:

The level of replacements available to any force during a campaign is really up to the umpire to determine, in keeping with the campaign scenario. We suggest each player is allowed to roll one die for each PLATOON they have - if few replacement troops are available it could be a D6, if average a D8 and so on up to a D12 if plenty of new troops are coming in. The die roll gives the number of new soldiers available to fill gaps in the Platoon's TO&E, and these may be distributed as the player wishes between the squads of his platoon. Normally squads

won't be assigned more new troops than they have spaces in their TO&E, but this is not a hard and fast rule - any "extra" troops could easily be attached to full units to make "reinforced" units if you wish.

Of course, when you assign new soldiers to an existing depleted unit you run the risk that the inexperience of the new men will drag the overall effectiveness of the squad down; there is a simple mechanism to simulate this: roll the nearest die type to the number of existing members of the unit (round die type up if necessary), and if the score EXCEEDS the number of replacements being assigned then the unit's Quality level remains unaltered; if you roll LESS THAN or EQUAL to the number of new troops then the unit's quality DROPS one level. Any injured troops that return to their original units after recovery do NOT count towards the replacement number, but do count as part of the unit's current strength when the roll is made.

Example: A VETERAN unit with a normal strength of 8 troopers has taken three casualties in the last battle, of which one has recovered sufficiently to return to duty; the unit is thus counted as having SIX remaining members (including the recovered trooper).

The player decides to allocate two replacement soldiers to the unit to bring it up to full TO&E level; he rolls a D6 for the unit's current strength, and needs to roll 3 or better (exceeding the number of new troops) to keep the unit at VETERAN status - a roll of 1 or 2 will drop the overall quality of the unit to REGULAR due to the inexperience of the two Fungs.

Note that an exception to this is that a GREEN unit will NOT normally drop to UNTRAINED for the reasons discussed above. ELITE units will not normally be assigned "ordinary" replacement troopers unless desperate for manpower, but if this does occur then they may be subject to a quality drop as any other unit. Of course, the umpire should feel free to fiddle around with this system as much as he wishes to fit the campaign being played, as there will be many situations where other factors will affect the availability of replacements.

REST AND RECOVERY:

As with all the rest of this section, the campaign timescale depends entirely on the scenario being used; if you are campaigning a major assault then troops could be flung into one battle after another with virtually no time in between, while if the campaign is a low-intensity "brushfire war" then the forces could go days or weeks between contacts with the enemy. As an average, we will assume here that you are measuring campaign time in days. The list below gives a number of ideas for the time taken to accomplish certain tasks - use this as a starting point to develop something that best fits your campaign. All the times listed assume that the unit is resting in a safe area with adequate supplies, and that repairs are being carried out with sufficient engineering backup - if rest and repairs are attempted "in the field" and/or without suitable supplies then DOUBLE all times given.

A unit takes 2 days of R&R to recover their fatigue level from EXHAUSTED to TIRED, and a further 2 days to reach FRESH; any combat action during this time means the unit must start accruing R&R time from the beginning again.

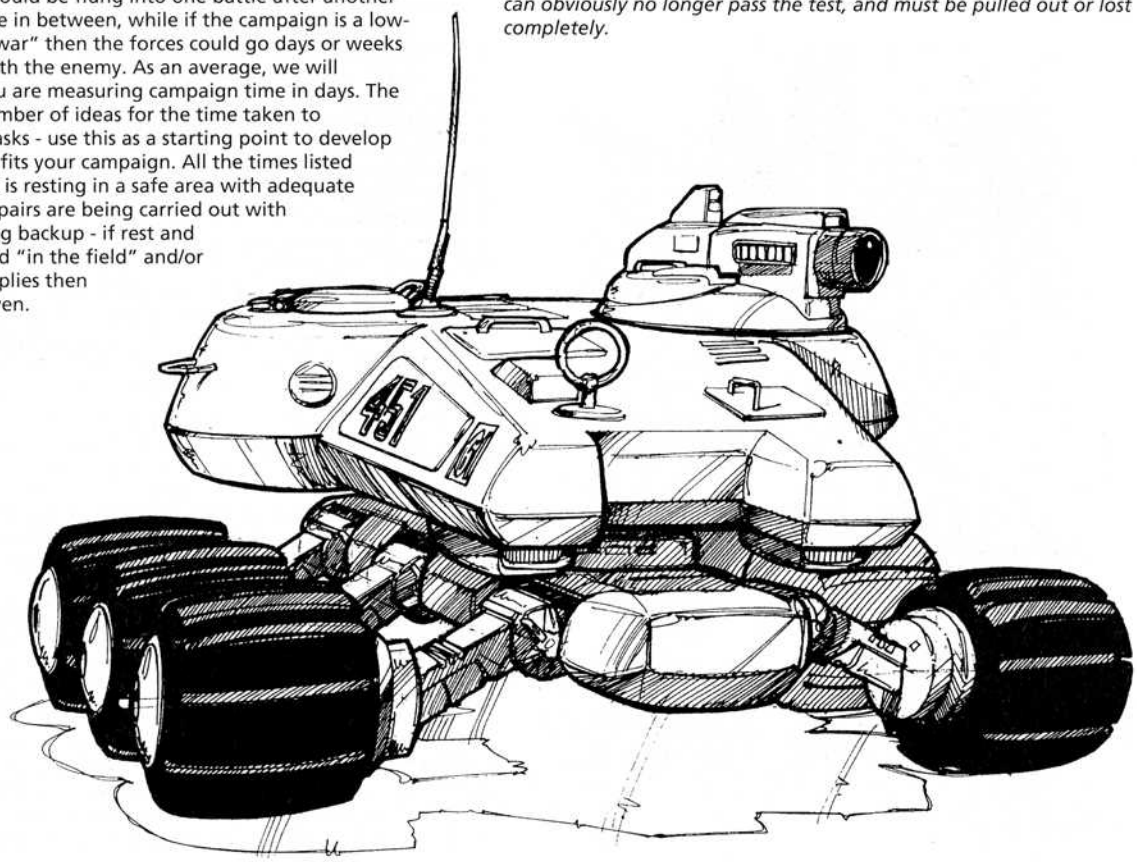
Repairing an IMMOBILISED or SYSTEM DAMAGED vehicle takes 1 day, and a DISABLED vehicle 3 days; disabled vehicle repair may ONLY be carried out will full engineering facilities in a rear area. Vehicles and equipment classed as DESTROYED may not be repaired.

Injured troops recovered from a battle should have a D6 rolled per man - if a 1 or 2 is rolled the trooper is evacuated permanently (for the purposes of this campaign) to a rear area hospital, if 3+ then the trooper may return to duty after the number of days equal to the score rolled (ie: 3-6 days).

Receiving and assigning replacement troops and equipment takes 1 day, if and when they are available - this can occur during R&R time, but only at a safe area; units must wait until they are pulled out of the battle line before they can receive replacements.

Troops that do NOT get sufficient R&R time between battles will find their fatigue level worsening; after each battle all troops drop one fatigue level, which may only be recovered by R&R as noted above. If a unit is at EXHAUSTED and has to continue to fight without rest, roll a D6 - if the score is less than or equal to the TOTAL number of actions fought since the last R&R period, the unit will become unfit for battle and MUST be withdrawn from further combat until it has recovered - failure to withdraw it results in the unit disintegrating and being lost for the rest of the campaign.

Example: A unit starts the campaign at FRESH, but then has to fight two battles in quick succession; after the first it drops to TIRED and after the second to EXHAUSTED; if allowed some R&R time now it could recover, but if it is forced into combat again immediately it fights the battle as EXHAUSTED and then has to roll a D6 - as it has fought three battles, a score of 4 or more is required for it to be able to continue to fight - 3 or less means it is unfit for duty. If it passes this test and is kept in the line for yet another battle, then it must roll again - this time needing 5 or better to stay in action (remember, all this time the troops are counted as "exhausted" anyway, so they certainly won't be performing very well even if they continue to hold out). If the player is foolish (or desperate) enough to try and push a unit through SIX consecutive battles then it can obviously no longer pass the test, and must be pulled out or lost completely.



Three simple scenarios are provided here to get you started; in each one we have deliberately been very unspecific about the forces involved; the players are simply described as Blue force and Red force, and the compositions are simply guidelines to be fitted to whatever troops and models are available to the players. When you actually play one of these scenarios you can tailor the descriptions more exactly to what you are using.

Each scenario below includes various special rules that apply to the particular situation - these should give you guidelines of how to develop something similar for your own scenarios.

We have deliberately avoided overcomplicating these scenarios with too much off-table support and other assets, but of course these can be added in if desired.

Note: we don't claim that any of these scenarios (except perhaps the first one) are "balanced" - but finding out should be part of the fun! If this worries your players unduly, adjust the force compositions until everyone is in agreement.

SCENARIO 1: RECON IN FORCE

SITUATION:
This is a simple encounter action between recon units of two opposing forces; it is an ideal starter game to introduce new players to the SGII system.

Both Blue and Red armies are moving troops forward for a major battle; scouting parties from each force are operating well ahead of the main bodies, as even with satellite recon there is no substitute for physically checking out the ground - as usual, the Grunts get the dirty job! Though their main mission is to reconnoitre the area, both forces are prepared for a fight and will engage any enemy units they contact.

FORCE COMPOSITION - BOTH PLAYERS:
Each player should organise approximately a platoon of light troops, without vehicle transport, with a Platoon Command squad as part of the force. A couple of supporting vehicles may be added if desired and agreed, but most infantry movement should be on foot.

OBJECTIVES - BOTH PLAYERS:
Primary objective is to identify the enemy forces, by revealing all their inverted counters, and inflict as much damage on them as possible - ideally to force them to retreat from the table. Secondary objective for each player is to preserve his own forces wherever possible - this is, after all, only a scouting mission.

MISSION MOTIVATIONS: MEDIUM for both forces.

FATIGUE LEVEL: FRESH for all troops (they have just been inserted to their patrol areas).

SUPPORT AVAILABLE: None,unless players wish to be a bit more adventurous, in which case a mortar battery or similar organised at Company level may be allocated to either side; otherwise, assume all artillery and air assets are too busy covering the main force advances.

TERRAIN SET-UP:
Anything the players or umpire wish; this scenario can be played on a fairly small area, especially if plenty of cover and terrain obstacles are provided to hide units.

SPECIAL RULES:
Both players deploy their forces as face-down markers, one per unit, plus each player may roll a D8 and place that many dummy markers; once this is done and all markers are on the table, each player may REMOVE THREE of his OPPONENT'S markers from the table. The player must NOT look at the markers he removes, so he does not know exactly what strength of opposition he will be facing in the battle. If either side has their Command squad removed, they may exchange this with another of their real units left on the table (obviously, without their opponent seeing this). Normal rules for spotting and revealing of inverted markers apply after the game starts.

VICTORY CONDITIONS:
A decisive win is forcing the opposition to leave the table, after identifying all their units; a moderate win is possible by withdrawing from the table after identifying all enemy inverted counters, while having suffered fewer casualties than your opponent. A drawn game is possible if both sides feel they have sustained enough casualties and decide to call it a day!

SCENARIO 2: AMBUSH!

SITUATION:
This is a typical ambush situation; Blue force is a convoy of a few trucks containing something important (gold, weapons, medical supplies - whatever the umpire wishes) escorted by a platoon of APCs full of infantry. Red force wants whatever is in the trucks, and has set up and ambush for the convoy. This is an ideal scenario for a guerilla-type action, with Red force being low-tech, lightly equipped insurgent troops.

BLUE FORCE (CONVOY):
The Blue player has three APCs, each carrying a squad of infantry, and two to four trucks (unarmed/unarmoured civilian types) carrying the valuable cargo. One of the infantry squads should be designated the Platoon Command unit.

Quality for the escorting troops is variable, and should be picked from a mix of largely Regulars and Greens.

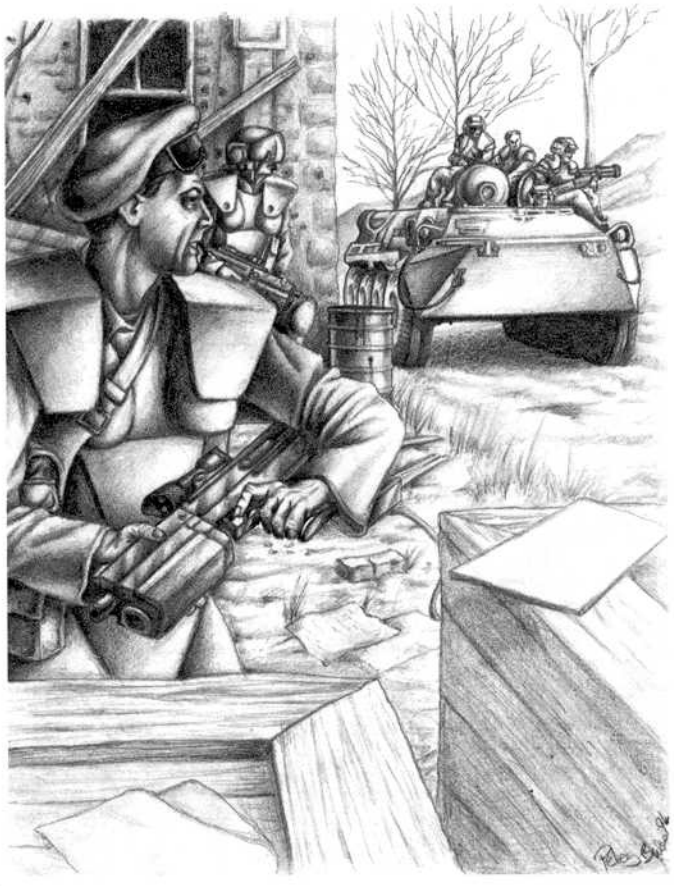
OBJECTIVE - CONVOY PLAYER:
To get the trucks (or as many of them as possible) across the table and exit them along the road at the far end. Secondary objective is to destroy or force off-table the ambushing troops; as a last resort you may destroy the trucks yourself to prevent capture, but this will at best force a drawn game.

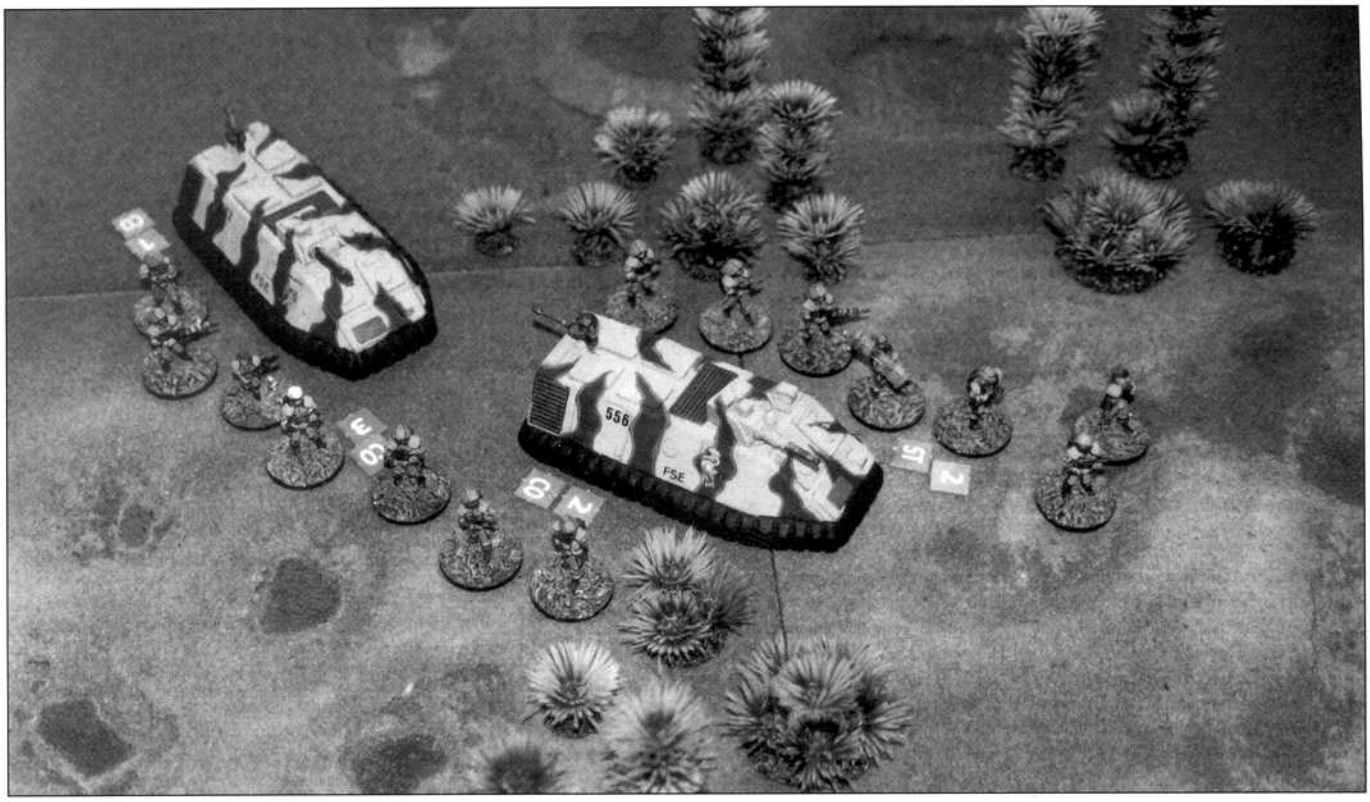
MISSION MOTIVATION: MEDIUM.

FATIGUE LEVEL: FRESH.

SUPPORT AVAILABLE: Battalion level artillery (3 gun battery) on call - if successfully requested, fire mission will start at box 2 of Inbound chart. Platoon Commander receives 1D4 Support Request chits.

RED FORCE (AMBUSHER):
The Red player gets a Platoon of light infantry to carry out the ambush, consisting of two or three squads (depending on tech level, equipment and umpire's choice) with one being designated as the Platoon Command squad. One or two of the squads should be equipped with suitable anti-vehicle weapons such as GMS/Ps or IAVRs. 1D4 MINE counters are available (one must be an AV or Mixed type but others to the player's choice) along with 1D6 dummy markers - mines and





dummies must be placed in the set-up phase, with at least one (real) AV or Mixed mine counter on the road to stop the lead APC (see special rules below).

The Red troops are good quality - pick from a mix of mainly Regulars and Veterans.

OBJECTIVE - ATTACKING PLAYER:
To defeat the escorting troops of Blue force and capture the trucks containing the "valuables" - ideally at least some of the trucks should be captured intact and driveable, but this is not essential. Some losses to your force are acceptable, but heavy casualties are not - if the opposition proves too powerful, you should attempt to DESTROY the trucks and their contents before withdrawing.

MISSION MOTIVATION: MEDIUM .

FATIGUE LEVEL: FRESH.

SUPPORT AVAILABLE: None.

TERRAIN SET-UP:
Fairly close terrain with the road running the length of the table, plenty of suitable cover to conceal the ambushers. The terrain to either side of the road should be passable to the APCs and troops on foot, but very difficult for the trucks - they should be basically confined to the road.

SPECIAL RULES:
Movement of Blue forces is limited to travelling along the road until the trap is sprung.

In the set-up stage, Blue should decide the travelling order of his convoy along the road - he must have one APC in the lead, but the remaining APCs and the trucks can be arranged as he wishes. All the convoy will travel in column with approximately 3" between vehicles. All Blue troops start the game mounted in their vehicles - they may not dismount until the ambush starts.

Red should deploy his ambush by placing hidden markers for all his units and deploying his mines and dummies.

The game starts at the point that the Blue convoy's lead APC is disabled by a mine planted in the road, which must be far enough along the road that the whole convoy is on the table. The disabling of the APC is automatic, but the Blue player should then roll to see what happens to the occupants using the normal rules. The disabled APC blocks the road, and the trucks may not move past it until it has been moved out of the way - as this cannot be done while under fire, the Blue force must defeat the ambushers before the convoy can continue.

Special option: if the Umpire wishes to turn this scenario round and be really sneaky, the Blue convoy may be a trap set to catch the guerilla group responsible for ambushes in the area; instead of the trucks carrying valuable cargo, each truck will have a squad of heavily-armed troops aboard which may be revealed and dismounted at Blue's discretion! In this version, Blue's objective is to kill or capture as many of the Red force as possible before they can escape.

VICTORY CONDITIONS:
Blue wins decisively if he defeats the ambushers and is able to continue with the cargo (or at least most of it) intact; Red wins decisively if he manages to capture the valuables and destroy or drive off the defending troops. Other outcomes, including destruction of the trucks by either side, are basically drawn games.

SCENARIO 3: THE REARGUARD

SITUATION:
The war is not going well in this theatre for Blue force; they have just lost a major battle, and now their troops are streaming towards the rear in disorder with Red force units in hot pursuit. Small Blue reserve forces have been detailed to establish blocking positions at natural choke points on the main highways, to try and hold up the Red units long enough to get some of the withdrawing troops reorganised for a full defence of the region. Blue force in this scenario is one of these blocking forces; a small ad-hoc formation of the best resources Command could scrape together, their mission is to delay the advancing Red troops as long as possible. Retreating Blue units are streaming past them all the time, and in the early stages of the game the Blue player may attempt to persuade any of the retreating forces that are still in some kind of fighting shape to stop and join his defence.

BLUE FORCE (DEFENDER):
Initially: one Command squad (Platoon commander) and two infantry squads, organised into an ad-hoc understrength Platoon. No vehicles available at start, but each squad will have its usual complement of support weapons. Quality levels will be Regular or Veteran (pick randomly for each squad); Platoon commander will be LV 1, squad leaders any LV (pick randomly).

During the game, reinforcements may become available from any retreating units that the player can stop and persuade to join the defence (see Special Rules below).

The initial force has 1D6 MINE counters available to it at the start of the game, which can be the player's choice of CDM s, AP, AV or Mixed mines; 1D8 Dummy counters are available. Mines and Dummies may be placed anywhere on the table EXCEPT on the main road.

OBJECTIVE - DEFENDING PLAYER:
Delay the advancing Red forces as long as possible; every turn you can hold out, the more of your army will reach safety and be able to rally for a counterattack across the whole front. Your own units know they are considered expendable, and are ready to do their duty; any of the retreating units that you convince to join you may not have this level of commitment - they have been in combat a long time already and are pretty shot.

MISSION MOTIVATION: Initial force, HIGH; retreating units that stop, MEDIUM.

FATIGUE LEVEL: Initial force, TIRED. Retreating units: as rolled on table below.

SUPPORT AVAILABLE: None.

RED FORCE (ATTACKER):

At least two full Platoons, with light armour support if Umpire is feeling nasty! Pick Quality and Leadership randomly for all units, with Greens/ Regulars/Veterans and all LVs in the mix.

OBJECTIVE - ATTACKING PLAYER:
You must push through any defending forces as quickly as possible, but at the same time you know you cannot accept too many casualties - if you take heavy losses your force will not be in good enough shape to continue effective pursuit. Your high command is trying to balance the importance of continued pressure on the retreating enemy with the need to ensure your own army is strong enough to resist any counterattack.

MISSION MOTIVATION: MEDIUM or LOW (Umpire's choice).

FATIGUE LEVEL: FRESH or TIRED (determine randomly for each unit in force)

SUPPORT AVAILABLE: None.

TERRAIN SET-UP:
The table layout is to the Umpire's discretion, but should include a main road running the length of the table (down which the retreating forces and their pursuers will come) and a "choke point" at the defender's end of the table which can be a village, a pass between hills or anything similar that suits the terrain you have available.

SPECIAL RULES:
The attacking Red force will enter the table at the beginning of the FOURTH turn.

The first three turns consist of various retreating units of the Blue army passing through the table; at the start of each of these turns, the Blue player may roll a D12 THREE TIMES and consult the table below to see what units pass through on that turn. In total, the Blue player may attempt to persuade up to SIX of the units to stop and join in the defence, with up to three of these attempts being made each turn but only on the units passing IN THAT TURN. Once his six attempts have been made, he may not try and stop any more units - thus if three units pass on each of the first two turns and he rolls to try and stop them all, he may NOT attempt to stop any of those who appear on the third turn (but roll them anyway, just to show him what he has missed....). To try and persuade a unit to stop, the Blue player's Command squad must be by the roadside; for each unit that passes, roll a D12 - the player must exceed the "score to beat" listed on the table to get the unit to join him. Units that refuse to join the defence or are not rolled for (because the player is out of rolls or is saving them in the hope of a better unit coming along) exit the table on the blue baseline in the same turn.

Once a unit has agreed to stop and help with the defence, it may be moved by the Blue player as normal and is subject to the normal timescale. Units retreating down the road ignore the normal movement sequence and simply traverse the length of the table in a single turn unless stopped by the Blue force (we assume the movement of these units is an abstract event which takes place outside the normal turn timescale).

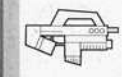
Example: on turn one, the Blue player rolls three times and gets 2, 4 and 9: the 2 gives nothing, so the only units that pass down the road in the first turn are an exhausted half-strength squad of troops on foot and a truck carrying two exhausted but basically full-strength squads. The player decides the half-strength squad is not worth trying to stop, so saves his roll on that one; he does want to stop the truck, so rolls the D12 - he needs to roll a 7 or better (exceeding 6) to get the truck and its squads to stop. Whether he succeeds or not, he has used one attempt and thus has five left to use on whatever comes down the road in turns two and three.

DIE ROLL:	UNIT TYPE/FATIGUE LEVEL:	SCORE TO BEAT:
1-2	Nothing	-
3	Half-strength squad on foot/TIRED	4
4	Half-strength squad on foot/EXHAUSTED	5
5	Squad on foot/TIRED	3
6	Squad on foot/EXHAUSTED	4
7	APC/MICV, empty/TIRED	4
8	APC/MICV with squad aboard/TIRED	6
9	Truck with 2 squads aboard/EXHAUSTED	6
10	Jeep with specialist team (umpire's choice)/TIRED	7
11	Light/medium tank (or similar AFV)/EXHAUSTED	6
12	Light/medium tank (or similar AFV)/TIRED	7

The Umpire should feel free to modify this table to suit the models available, or for any other reason he feels like! The first three turns could be conducted with the Red player out of earshot so he does not know what he is facing until his troops enter the table - in this case the Umpire may allow the Blue player to deploy his forces using the hidden units and dummy markers rules. Troop types can be adjusted to suit the relevant forces and tech levels - a few could be in Power Armour if desired. Likewise unit strengths can be adjusted to the Umpire's choice - "full strength" squads could be missing one or two men, or even slightly overstrength having picked up a few stragglers from other units, and "half-strength" units could be anything from a couple of men to five or six. To be even more devious, give some of the retreating units some casualties they are carrying with them, and watch the moral dilemma Blue is faced with - he may need the troops, but does he dare stop the casualties getting to hospital? This kind of scenario can really introduce a role-playing element so often missing from straight miniatures battles, which all adds to the fun.

VICTORY CONDITIONS:
The Red player starts with 10 points at the time he enters the table on turn 4. For each subsequent turn that he fails to exit any of his units from the Blue baseline, he loses one point; for each of his units that is reduced to a BROKEN state or lower, he loses one point (even if it is later rallied). For any of his units that are destroyed altogether or rout off the table, he loses TWO points. If the Red player succeeds in defeating the Blue defences (or bypassing them and getting all his surviving units off the Blue baseline) before he reaches 0 points or less, he has won - otherwise the victory goes to Blue.

24 BACKGROUND



The background presented here is a suggestion, not a recommendation. It consists of an expanded version of the Timeline used in our FULL THRUST and DIRTSIDE II rules, and as such will be of interest to those of you who already play these as it gives a common starting point for integrating all the games. As in the other rules, however, this timeline is merely one idea that you are free to use if you wish, to use as a starting point for developing your own background, or to ignore completely if you prefer something different! [Don't worry, we're not going to send round the boys with the pickaxe handles if you don't use the "OFFICIAL" game setting.....]

We have skipped over the part of the timeline dealing with the period 2000 - 2100AD; this is fully detailed in FULL THRUST. The section from 2101 to 2183 has been greatly expanded, however, in order to put in some more detail regarding the various wars and ground actions that are of course relevant to STARGRUNT II games; if you are using our background, then the battles of the 22nd Century probably give the greatest scope for using all the various types and levels of technology in this rulebook.

For players who prefer a slightly earlier, 'near future' approach, there are plenty of possible wars and disputes in the 21st Century part of the timeline - a very good example being the Second Secessionist War (aka 2nd American Civil War) of 2049-57; we hope to be able to detail this and other events more fully in future publications. Bearing in mind that military equipment tends to remain in service for a surprisingly long time - even when its original owners have finished with it, it tends to get handed-down to reserve units, then to National Guard type forces and finally sold off cheap to third-line powers - it is quite acceptable to use "modern" figures and equipment for games set well into the 21st Century.

TIMELINE:

By the dawn of the 22nd Century the human colonisation of nearby star systems is well established following the development of the Jump Drive in the 2060s, but mankind has still not learned to put aside conflict. Instead, the expansion to the stars has simply given humanity a much bigger area over which to fight. The discovery of the first few habitable worlds around other stars caused a frenzied landgrab by almost all nations of Earth, each trying to secure their own piece of the new real estate - thus most of the nearer worlds (the "Inner Colonies") each have numerous small settlements from different nations and alliances. This, of course, means that all the rivalries and hatreds of the various political and ethnic groups have been exported to the new worlds along with the emigrants - it does not take many of these groups long to decide that they need to fight their neighbours as well as their new environments....

The two largest power blocs on Earth and in colonised space are the New Anglian Confederation (NAC), a primarily British-controlled alliance encompassing Canada and the former USA which grew out of the rubble of the Second American Civil War, and the Eurasian Solar Union (ESU) which is Chinese dominated Sino-Russian bloc. The United Nations, by now very much an independent body with its own resources and military forces, continues to try to keep some kind of lid on the simmering pot of international (and now interstellar) relations.

As the new century opens, Europe and the European colonial possessions are once more the major hot-spot of political and military unrest - the United Federal Europe (UFE) is breaking down under increasing arguments between its member states:

2101: The struggling and unstable United Federal Europe finally disintegrates as Germany, Austria and several East European states agree the formation of the Neu Swabian League (NSL) in protest at continued French domination of the UFE. In response, France and the remaining members of the UFE (notably Italy and Spain) dissolve that organisation and reform as the Federal Stats Europa (FSE). Very soon, border incidents between the NSL and FSE about territorial claims on Earth and the other settled worlds intensify into open warfare. Initially the war goes well for the FSE as they overrun the NSL Inner Colony settlements of Trelleborg and Flensberg, followed by the taking of the Outworld colonies of Wittenberge, Kecel and Lienz after brave resistance from their colonial militias. On Earth, Baden Wurttemberg, Bayern and parts of the Rhineland swiftly fall to FSE armoured thrusts.

2102: Further FSE advances into Germany falter as NSL forces under General Janos Matthias halt the FSE armour at the battle of Breznice. An attempted counter-thrust by NSL units is a bit of a non-event, only succeeding in regaining territory up to the Danube.

In late 2102, the Netherlands (which had been at best an unwilling 'associate member' of the FSE since the UFE's collapse) breaks all ties with the FSE; refusing an offer of alliance from the NSL, the Dutch reassert their independence and eject all FSE influences from their homeland and colonial possessions.

2103: While the FSE/NSL war on Earth and the Inner worlds stagnates, the battles in the Outworlds intensify. The NSL launches commando raids and planetary assaults against a number of FSE colonies and bases, but with only limited success; while the hit-and-run strikes caused significant damage to many FSE installations, the NSL abilities to mount full-scale assaults proved sorely lacking.

2104: The Treaty of Saarbrucken brings a conclusion to the FSE/NSL war, confirming territorial boundaries on Earth and the Inner Colonies and establishing spheres of influence in the Outworlds. The peace accord is sponsored by the UN and NAC, and although neither of the protagonists is really happy with the outcome they are both too economically weakened by the war to protest effectively.

2110: Air attacks by Indonesian Commonwealth forces herald the start of their war with the Oceanic Union over Papua New Guinea. The low-intensity war runs the Indonesians' way for much of the first year, as they manage to inflict a crushing defeat on the Oceanic 6th Infantry Division at Aitape and go on to take the Long Islands, Admiralty Islands and establish a beach-head on the New Islands. The Indonesian advance is finally stopped in Southern Papua, at the battle of the Mouths of the Fly River.

2111: Oceanic forces seize the initiative and launch an assault on Indonesian territory with two armoured and three infantry divisions. Quickly taking Traigan, Jamdena and Timor, the Oceanic advance halts after the Battle of Ramang in the South Banda Sea, and the war enters another quiet phase and peace negotiations commence. Despite a rather half-hearted and ineffective attempt at a renewed offensive by the Indonesians late in the year, the war grinds to an indecisive close.

2112: The Sydney Accord officially ends the Papua New Guinea War.

2123: Islamic Federation and ESU forces clash on Earth as the ESU massacres many Muslims in an anti-Islamic pogrom on the Indian subcontinent. Most of the action is limited to cross-border raids and artillery duels; frantic UN diplomatic efforts prevent full-scale escalation. The Beijing government, appreciative of the fact that religious persecution has no place in the multi-cultural Union, deals harshly with the Hindu officials who sanctioned the pogrom.

2127: One hundred years after the effective destruction of Israel by Arab terrorist groups, the Jewish government on the colony of New Israel renews the pledge of never-ending war against the anti-Zionists. To date this "war" has been largely the province of the New Israeli Intelligence and Special Forces, but Rabbi Avraham Yoffe's public statement that the Jewish state would take each and every opportunity to avenge the destruction of their original homeland actually marked the start of Operation Jericho, during which New Israeli Interface and Airborne units assaulted and destroyed several Islamic bases on the Inner Colonies.

2128: LLAR mercenary forces (the San Deseado Interface Brigade), hired by the Indonesian Commonwealth to protect their installations on the disputed Caroline Islands, clash with New Anglian forces against the will of their employers. In a desperate attempt to conciliate with the Anglians, who are threatening retribution, the Indonesians execute the entire LLAR Brigade. Understandably furious at this, the LLAR strikes at the Indonesian settlement on Easter, marking the start of what becomes known as the 'Mercenary War' (as both sides employ large numbers of mercenary and foreign contingents to complement their own limited forces). The next four years see a very scrappy and inconclusive war fought out, the only real winners being the bank balances of the various mercenary units.

2129: Dutch mercenaries of the Van Koost Armoured Legion, working for the Indonesians, recapture the Commonwealth's settlement of Easter, defeating LLAR regular forces and a Turkish mercenary unit in the process. A Swiss strike force employed by the LLAR in turn raids a major Indonesian logistics centre in Manila on Earth, but is repelled by the local forces and a contingent of Japanese mercenary troops; the Swiss make use of nerve agents to cover their withdrawal, causing heavy casualties to the Japanese and bringing severe protests in the UN assembly.

2130: Shi'ite fundamentalists declare independence from the Islamic Federation on their Outworld settlements of Abu Haman and Sad Al Bari. Saudi attempts to regain control of these colonies fail as troops of the 2nd Islamic Legion sent to suppress the rebellion switch sides after landfall and join the fundamentalists under the banner of Mullah Saeed ibn Aamir. The two colonies declare the formation of the Saeed Khalifate, and in efforts to raise much needed hard currency soon begin to utilise their armed forces as mercenary units for hire. Over the next few years, the Khalifate's mercenaries are to earn themselves the reputation of being among the toughest units in Human space.

2131: Israeli and Islamic mercenaries clash with each other on Easter, despite both having been hired by the Indonesians; both forces' contracts are promptly revoked, and several Commonwealth Defence Ministry staff responsible for the hirings are severely punished for their lack of foresight.

2132: The Mercenary War is finally brought to an end with the signing of the Mercenary Charter on the Dutch-settled world of Freisland. The Charter, as well as finalising the LLAR/Commonwealth dispute with heavy reparations being paid by the Indonesians over the San Deseado Brigade incident, lays out a code to which all mercenary units and their employers are expected to adhere. All signatories to the Charter, which include most nations and blocs that either supply or employ foreign mercenary troops, agree not to hire any unit that does not comply with the terms of the code.

2133: Radical French separatists in the colony settlements of Bretonneux, Doullens and Compville declare unilateral independence from the FSE. Elements of the Colonial Legion - namely the 1e REP, 5th and 13th DBLC - are sent to quell the insurrection. Despite initial setbacks due to stronger rebel opposition than expected, the Legion troops are finally able to defeat the separatists' main forces; however resentment among the populations remains high and the Colonial forces are drawn into a prolonged and dirty guerilla war with remaining local troops.

2137: The Eurasian Solar Union declares war on the New Anglian Confederation due to "the hostile actions and intents of the Imperialists". The five years of intense space and land warfare known as the First Solar War rages through the Inner Colonies and the Outworlds.

ESU forces invade NAC settlements on Salzburg, but are repelled with heavy losses after fierce fighting. The important NAC Outworld base on Lancelot is taken by an ESU Naval Infantry Assault Division, and an inconclusive skirmish between NAC and ESU space units off Grendel signals the start of major Naval offensives by both sides.

2138: The NAC launch Operation Jester, a counter-thrust against the Eurasians; ESU possessions on Mariana and Trelleborg fall rapidly, but an attempt to take the major

colony of Chiang is beaten back. An attempt to retake Lancelot also fails with heavy losses to the Anglian 2nd Drop Cavalry.

2139: ESU forces comprising the 15th Guards 'Zhukov' Division and the 135th 'Tyulenev' Division land on Flensberg and invest the Anglian settlement of Faith. The colony, defended only by Local Volunteer Reserve troops and the 3rd Infantry Brigade of the re-formed Gurkha Rifles, manages to hold out for nearly nine months until relief forces under General Pauline Chappell arrive and repel the Eurasians.

2140: Operation Season's End results in the NAC seizing the ESU outposts of Mikhailovka and Showyang, both against heavy resistance.

2142: The Accord of Freisland brings the First Solar War to an end, with the Anglians hailing it as a major victory while the ESU licks its wounds and considers its next move. Human Space enjoys an all-too-brief period of relative peace.

2145: A surprise strike against the Romanov Hegemony by ESU units heralds the outbreak of the Second Solar War. This time more major powers are quickly dragged into the conflict, with the NAC and NSL supporting the RH against the "Communist aggression" while the FSE and the PAU enter the war on the Eurasian side.

2146: The war escalates as the ESU launch a major campaign dedicated to regaining the possessions lost during the First Solar War. Their occupied colonies on Trelleborg and Showyang are retaken after short but bloody campaigns. On Dnestr, Romanov defenders manage to beat back a joint FSE/PAU invasion force and hold their major towns, but the invaders merely fall back to regroup in the vast outback of this sparsely-settled world.

2147: The ESU finally retake Mikhailovka, and make strike raids against the Anglian settlements of Bifrost and Valhalla.

2148: NAC forces under Admiral Sir Andrew Le Throux instigate Operation Dryland, a surprise attack on the Pan African settled world of Grand Lahou. Despite strong resistance from PAU and FSE Naval units, the Anglian force makes a successful assault and takes the major townships of Bouna and Markounda.

2149: Buoyed by the success of Dryland, the NAC and NSL militaries launch Operation Galahad, a joint strike to regain Lancelot. The ESU defenders, led by General Lech Pawodowski with the 57th Combined Division, beat back attack after attack as NAC and NSL troops are poured into the battle. After seventy days of spirited resistance Pawodowski surrenders with full military honours, leading the remaining one hundred and forty survivors of his Division into captivity.

2150: Neu Swabian forces attempt to take the FSE settlement of Di Persano, but are repulsed by System Defence forces before they can approach orbit. A PAU strike force fails to recapture Grand Lahou.

2151: Romanov assault forces land on the ESU colony of Nizhneudinsk and begin a prolonged campaign to capture the major townships. NAC political agents attempt to persuade the Manchu government on Chiang to rise against the ESU, but without success.

2152: Boer Voortrekkers claim a large area of subtropical land on Iylichograd, naming it Neu Transvaal. Operation White Feather is launched in the Chi Draconis system as Anglian forces attempt to remove the Eurasians from the system. Fierce fighting in space and on planet ends in an Anglian defeat from the sheer weight of the defending forces.

2154: The FSE concludes a peace treaty with the NAC/NSL/RH alliance and withdraws from the Second Solar War. The PAU makes a last abortive attempt to retake Grand Lahou before joining the peace negotiations.

2155: In a last desperate attempt to change the tide of the war, the ESU assaults the Winchester system with a massive task force. Large troops landings are made on the NAC-held colony, but the Planetary Defence troops hold on stubbornly through Winchester's long and bitter winter.

2156: Anglian Naval units under Rear Admiral Dame Jayne Oppenburger jump into the Winchester system and soundly defeat the ESU fleet; the Eurasian troops on the planet surrender unconditionally following their fleet's virtual destruction.

2157: Following long negotiations, the Second Solar War is finally ended with the Treaty of Khorramshahr.

2159: California and Texas secede from the NAC, forming Free Cal-Tex (FCT); the new state claims the small colony settlements of Austin and Fenris (which they re-name New Pasadena).

2163: Islamic fundamentalists seize power in New Riyadh, murdering the remaining members of the Saudi royal family. Loyalist elements attempt to regain power in a civil war lasting two years, but eventually fail. The Islamic Federation becomes increasingly hostile to both the NAC and ESU.

2164: ESU forces on Iylichograd move on the Neu Transvaal colony and claim its mineral resources; the Boer settlers withdraw to the jungle areas and embark on a guerilla war against the occupying Eurasians.

2165: The Third Solar War is heralded by a massive operation by the NAC to regain the worlds left under Eurasian control following the Treaty of Khorramshahr. Early successes falter as the FSE once again allies with the ESU, providing men and material as well as funding to hire mercenary contingents from the LLAR and the Indonesians.

2166: The war escalates further as the NSL attacks its spatial border with the FSE. Mercenary troops from New Israel are hired by the Anglians.

2168: ESU Naval forces enter the Treralis system and attempt to take the Romanov-held settlement of Tsitsihar; the Eurasian fleet under Admiral Jia Dehuai manages to defeat the system defence forces, but at high cost, leaving the Eurasian assault forces too weak to create a beachhead in the face of fierce resistance from the Planetary defences.

2169: Sponsored by NAC agents, the French separatists in Bretonneux and Doullens overthrow the Federal forces and proclaim the New French Republic. A similar insurrection in Compville fails.

2170: Scandinavian mercenaries employed by the NAC overrun Compville and install the separatists in government; Compville joins the New French Republic, which is still denied any kind of diplomatic recognition by the UN due to FSE pressure.

2171: The war enters a relatively quiet phase, with most protagonists involved in little but minor skirmishing and diplomatic posturing. The major powers use the next few years to consolidate and rebuild their depleted forces, and an uneasy state of "peace within war" ensues.

2177: A sudden ESU fleet attack on the Anglian Nagisa system signals the start of the next 'hot phase' of the Third Solar War; the Nagisa colony falls quickly following a warning orbital bombardment from ESU warships. Meanwhile, NSL regulars and Swiss mercenary units strike at FSE settlements on the inner colony of Flensberg.

2179: The colony of Bradley on Fliescher II falls to FSE units under General Henri de Pascalle, despite heavy resistance from the 136th Gloucestershire Regiment that held on for nearly six months. The FSE pours massive reinforcements of armour into Bradley to forestall NAC attempts to regain it.

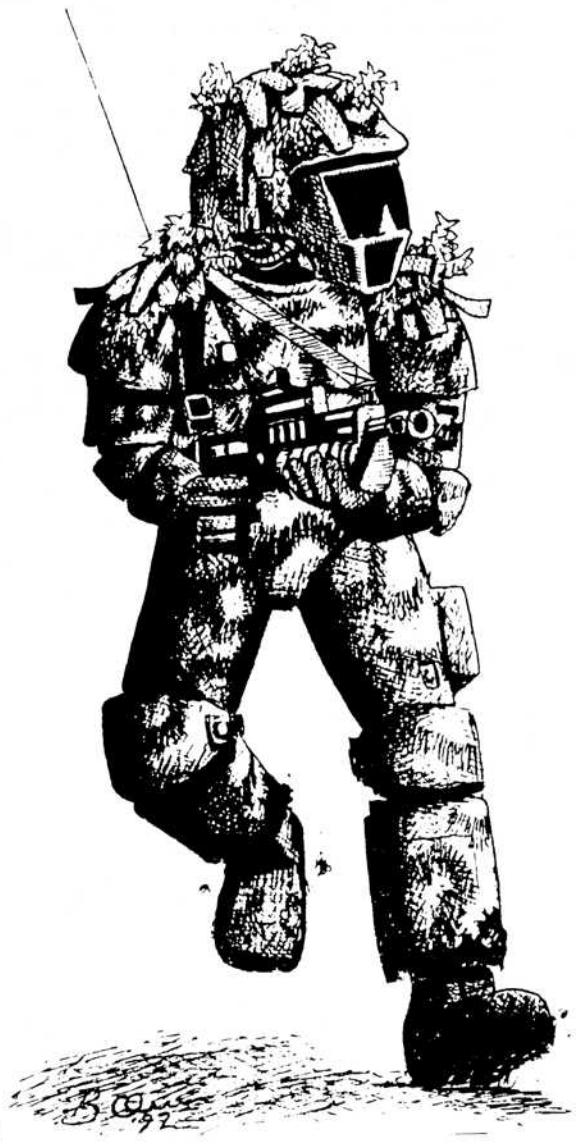
2181: On Kayleigh, NSL and NAC armoured forces are defeated by LLAR mercenary units; General Heinrich Vortsheimer, leading the Allied troops, is relieved of his command following this ignominious reverse.

2182: The ESU lands Khalifate mercenaries on Tsitsihar to reinforce their offensive against Romanov units in the colony.

2183: Indonesian mercenary units working for the ESU capture NSL possessions on Salzburg. With the aid of the Khalifate troops the ESU finally takes Tsitsihar from the Romanovs.

The UNSC Survey Cruisers Niven and McCaffrey are lost while on a mission in the outworld rim; the UNSC despatches the PeaceForce Cruiser Heitman to investigate, and identifiable debris from the Niven is located showing signs of combat. There is no trace of the McCaffrey or any hostile forces; all spacegoing nations deny any involvement in the incident, and public speculation grows that the UN is suppressing information about the unknown aggressors.....

This is where we leave the Timeline for now - mankind is on the brink of first contact with alien sentients, that will lead to the terrible XENO WAR; those of you who have a copy of MORE THRUST (the supplement to our FULL THRUST Starship Combat rules) will already be aware of how the first few years of the Xeno War unfold, but as the SGII rules deal mainly with human vs. human conflict we have decided to leave the alien encounter for the next volume where we will cover combat with non-human forces in detail.



FORCE ORGANISATIONS:

The organisation notes given here are for typical units of some of the major powers in our GZG Timeline. Each force is representative of the standard organisation of that particular nation's ground forces, but of course every army will have wide variations between different parts of their structure. To take the NAC for example, the force given below is a typical Royal Marine assault force (Company-strength) with the kind of attached supporting units that might be available under ideal circumstances. War is seldom fought under ideal circumstances, however, and if the force were to be encountered in a combat situation it is most unlikely that it would have anything like the assets listed.

We have gone into considerable detail on the NAC units and their weapons, equipment and even some vehicles, to give you a good example of how to develop the background information; space precludes us giving similar treatment to the other nationalities here, but we intend to cover these fully in future publications.

NEW ANGLIAN CONFEDERATION:

NEW ANGLIAN ROYAL MARINE ASSAULT FORCE – THIRD SOLAR WAR PERIOD:
This company-level force is an example of a typical Assault Force used in Colonial areas in the 2170s; as such it is equipped with ground vehicles (mainly high-mobility wheeled types as issued to the bulk of NAC army units), whereas a first-line Strike Force would be likely to have at least a proportion of Grav combat vehicles.

This organisation would be for offensive missions; if used in a defensive role the force would almost certainly be stripped of its PA platoon and many of its vehicles.

The table below lists only the main parts of the force - there are also maintenance and engineering units, administration, catering and medical sections and others, but since these will seldom crop up on-table in a game (unless your Umpire has a particularly warped sense of humour) they are not detailed.

Company Command Unit:
One squad-size unit incorporating the Company Commander, Company Sergeant Major and three command staff, plus a 2-man EW team and a Battalion Support Liaison officer. The unit travels and operates from.one Command APC (Merlin MMRAV/C or Phalanx/C).

Company Security Unit:
A squad-size unit of Military Police, organised as an eight-man infantry squad with normal small-arms (L7A3s) but issued with support weapons only when in combat situations. The Security Unit functions as a Police force while out of combat, but when in action is tasked with defending the Company Command Unit. The CSU is led by a senior MP NCO and is issued with one APC (usually a Hoplite MMRAV) for combat transport (other smaller vehicles are available for on-base duties).

Fire Support Battery:
Well-equipped Assault Forces may have an organic battery of 3 Striker MMRAV mobile MRL launchers, but most have just a 3-tube battery of light RAM mortars carried in APCs or trucks.

Attached Tank Platoon :
This will be either a Troop of 3 Paladins cross-attached from whatever Armour forces are operating with the Marines, or in some cases 3 Hunter MMRAV tank-killer variants organic to the Company. Each vehicle acts as a separate UNIT, one of the three is designated as a Platoon Command Unit.

Three Infantry Platoons each of:

Platoon Command Unit:
Squad size unit incorporating the Platoon Commander and Platoon Sergeant along with six other troopers. One L5 SAW is issued as standard, other weaponry is available if required. Depending on the mission, EW and/or Liaison elements may be attached replacing some of the ordinary troopers. The unit rides in a single APC (Hoplite or Phalanx).

Three Infantry Squads:
Units of eight men, each of Squad Leader, SAW (L5) gunner, Special Weapon (GMS/P or PPG(I) Plasma Gun) trooper and five line troopers with L7A3, one APC (Hoplite or Phalanx).

One Power-Armour Infantry Platoon

PA Platoon Command Unit:
Squad size unit incorporating the Platoon Commander and Platoon Sergeant along with four other troopers. Suit equipment fits are usually mission-specific, but generally consist of one Command suit, one special-weapon suit (L18P GMS or L23A2 HVAT railgun), one L6P SAW gun suit and three general-service suits with L41 APWs; one or more of the GS suits may have over-shoulder multilauncher packs fitted.

Three PA Infantry Squads:
Units of six PA troopers with a similar suit mix to the command squad; if one squad is operating away from the rest of the Platoon (eg: if cross-attached to one of the light infantry platoons) then a Command suit will be issued to the squad leader, but otherwise he normally wears a standard GS suit.

PA units use Phalanx APCs for transport (the Hoplite is not large enough for PA suits), but normally fight without vehicles using their suits for mobility.

Other support available: Battalion and Regimental level artillery, other assets according to mission and theatre.

NAC ROYAL MARINE EQUIPMENT AND WEAPONS:
The New Anglian L7A3 is a tried and tested design introduced in 2156 to replace the L7A1 of 2134 (the L7A2 was an interim model that never fully entered service). It is a twin weapon in the common over/under layout, with a 4mm binary liquid propellant automatic mechanism set above a 25mm rocket-assisted explosive round launcher. The 4mm weapon is in bullpup configuration, fed from a 100-round box magazine (which also contains the liquid propellant supply) behind the rifle's pistol grip, while the 25mm launcher is supplied from a 10-round cassette inserted just ahead of the grip. The entire system is a minimum-maintenance design sealed in a high-strength polymer casing, designed for maximum survivability and reliability in the most adverse battlefield conditions. An integral laser rangefinder allows the L7A3 to automatically set the airburst fuses of the 25mm rounds for optimum fragmentation distance against a given target. There is the facility to mount various types of optical and opto/electronic sights on top of the L7A3 to provide a self-contained weapon, though in practice most NAC infantry are equipped with full integrated targeting systems built into the head-up visor of the 2145-pattern combat helmet and the L7 is interfaced to this system (via contacts in the pistol-grip and the user's combat suit gloves), thus removing the need for a weapon-mounted sight.

L7A3 Individual Weapon: TYPE: Advanced Assault Rifle with GL; FIREPOWER: 3; IMPACT: D10.
The current standard infantry small arm of the NAC forces.

L41 Anti-Personnel Weapon: TYPE: Power Armour Individual Weapon with GL; FIREPOWER: 3; IMPACT: D10.
A modified L7 action in a new casing designed for one-handed use by Power Armour troops.

L5 Squad Automatic Weapon: TYPE: Binary Propellant Machine Gun; FIREPOWER: D8; IMPACT: D10.
Standard SAW for light infantry, usually carried on a Gyromount harness to allow effective fire and movement.

L6P Squad Automatic Weapon (PA): TYPE: Binary Propellant Machine Gun (PA); FIREPOWER: D10; IMPACT: D10.
A rotary-action BPMG specifically designed for mounting on the arm of a Mk.IV GS Power Armour suit.

L20A1 PPG(I): TYPE: Portable Plasma Gun (Infantry); FIREPOWER: D6; IMPACT: D12.
The PPG(I), known as the "PIG" to the troops, is issued at squad or platoon level as a point-fire support weapon. Normally used by Power Armour troops, it can be handled by light infantry but requires additional operator protection over the normal partial combat armour.

L18/L18P GMS/P: TYPE: Portable Guided Missile Launcher; IMPACT: D12; GUIDANCE: Enhanced (D8).
A man-portable GMS launcher firing 81mm fire-and-forget multirole missiles from a 3-round cassette magazine; the L18P is a version with modified casing and mounts for use with Power Armour suits.

L23A2 HVAT railgun: TYPE: Point-Fire Support Railgun; FIREPOWER: D8; IMPACT: D12.
A Gauss-type point fire weapon used only with Power Armour; mainly functions as a hard target killer against light vehicles.

L9 Sniper Rifle (Gauss): TYPE: Gauss Sniping Rifle; FIREPOWER: D10; IMPACT: D12.
An obsolescent gauss sniper rifle, still preferred by some snipers over the more modern laser types.

L10A2 Sniper Rifle (Laser): TYPE: Laser Sniping Rifle; FIREPOWER: D12; IMPACT: D8.
The standard NAC sniper weapon; a high-energy pulse laser fed from a backpack power supply.

NAC Marine standard-issue battledress: Insulated ballistic cloth fatigues overlaid with partial light armour (flexible polyarmour plates); upgraded 2145-pattern Combat Helmet with full in-visor targeting displays, tactical communications facilities and weapon data links. ARMOUR VALUE: D6. MOBILITY TYPE of wearer: NORMAL INFANTRY (6" or D6").

United Cybernetics Mk.IV General Service Power Armour: A fully-sealed suit of power-assisted combat armour, with power and life support capability for up to 36 hours continuous operation in hostile environments. Various arm and backpack mounting options for a wide range of individual and support weaponry. ARMOUR VALUE: D12; MOBILITY TYPE: "FAST" POWER ARMOUR (12" or D12").

NAC ROYAL MARINE VEHICLES:

FV202 PHALANX HEAVY APC: The largest wheeled APC in NAC service, the Phalanx is common in most Marine and Army formations as a load carrier and infantry transport. It is the NAC's only ground vehicle APC able to carry Power-Armoured troops.

The Phalanx's large hull can accommodate one squad of PA troops or two full squads of light infantry, though where enough vehicles are available they are generally issued one per squad - this makes them extremely well liked by the troops, who have enough room for extended mission supplies and a surprising amount of comfort for a military vehicle. Two hull-top mounts are provided for independent light weapons turrets, with a typical fit being a pair of Rockwell-Mishima Industries rotary plasma cannons. A Command post version , designated Phalanx/C, is also in use.

MOBILITY TYPE:	Hi-Mobility Wheeled
SIZE CLASS:	4 (Large)
ARMOUR CLASS:	3
WEAPONRY:	Various - typically 2 x DFFG/1 (gatling type), Enhanced Firecontrol.
CREW:	2 (Commander, Driver)
TROOP SPACES:	16 (Phalanx/C 8 plus 4 equipment operation stations)
OTHER EQUIPMENT:	Basic ECM, Smoke launchers (Phalanx/C - full Command/Communications equipment and Superior ECM)

FV700 MMRAV FAMILY: The MMRAV (Modular Multi-Role Armoured Vehicle) family was designed in the late 2150's as a range of medium vehicles for the NAC army and Marines using as many common components as possible to simplify field maintenance and supply. All the FV700 series vehicles share the same chassis (a six-wheel high mobility platform based on the older Paladin MBT and driven by a Hydromagnetic Turbine plant), main hull and forward decking, including the forward part of the crew compartment with its underslung driver's pod. Each variant of the family has a customised rear hull module carrying the specific equipment for its function - although it is a job that requires heavy lifting equipment and a full maintenance shop, these modules are theoretically interchangeable between chassis/hull units.

The most common members of the MMRAV family are the FV701 HOPLITE personnel carrier, the FV703 HUNTER tank-killer, FV705 DEFENDER anti-aircraft vehicle, FV707 STRIKER multiple rocket launcher (MRL) artillery vehicle and the FV710 MERLIN mobile command post. Various other versions are in service, including engineering/recovery vehicles, field ambulances and general cargo carriers.

MOBILITY TYPE:	Hi-Mobility Wheeled
SIZE CLASS:	3 (Medium)
ARMOUR CLASS:	2
WEAPONRY:	Varies with version - examples: Hoplite 1 x DFFG/1 (gatling) with Enhanced FC, Hunter 1 x HKP/2 (Superior FC) plus GMS/H system (Superior guidance).
CREW:	2 (Commander, Driver)
TROOP SPACES:	Hoplite: 10;
OTHER EQUIPMENT:	Enhanced ECM, Smoke launchers (Hunter - Superior ECM plus decoy launchers)

NEU SWABIAN LEAGUE:

NEU SWABIAN LEAGUE PANZERGRENADIER PLATOON:
A mechanised platoon of combat-armoured troops, re-inforced with a squad of Power Armoured infantry.

Panzergrenadier units operate in small 6-man squads, each with a hover MICV with separate 2-man crew. The standard unpowered armour suit affords good protection against enemy fire and shrapnel, but is tiring to wear for long periods - hence few Panzergrenadier units operate without their vehicles, leaving the light infantry tasks to other non-armoured troops.

Platoon Command Unit:
Six-man squad incorporating the Platoon Commander and Platoon Sergeant along with three other troopers (all with SG58 Individual Weapon) and one MG66 SAW gunner, other weaponry is available if required. Depending on the mission, EW and/or Liaison elements may be attached replacing some of the ordinary troopers. The unit rides in one LKPzW VI hover MICV with two additional crew (commander/gunner and driver).

Three Infantry Squads:
Units of six men, each of Squad Leader, SAW (MG 66) gunner, Special Weapon (GMS/P or SK51 Plasma Gun) trooper and three line troopers with SG58 Individual Weapon, one LKPzW VI hover MICV with two additional crew (commander/gunner and driver). It is quite common for at least one squad to include a specialist sniper with an LG24 laser rifle.

One Power-Armour Infantry Squad:
Unit comprising six troopers in PZKpfZ III Power Armour suits; normal complement is one Command suit, one SAW suit, one special weapon suit (GMS/P or Plasma Gun) and 3 standard trooper suits each with an SGKpfZ 60 Anti-Personnel Weapon; normally at least one of the standard suits also has over-shoulder launchers. Two LKPzW VIs are issued to the PA squad, one for carrying the troops (unsuited) and one modified vehicle which transports the Armour suits and their field backup facilities; generally neither of these vehicles accompany the troops into combat, though they can provide additional support and carrying capacity in an emergency.

NSL PANZERGRENADIER EQUIPMENT AND WEAPONS:

SG 58 (Sturmgewehr 58)Individual Weapon: TYPE: Advanced Assault Rifle with GL; FIREPOWER: 3; IMPACT: D10.

SGKpfZ 60 Anti-Personnel Weapon:TYPE: Power Armour Individual Weapon with GL; FIREPOWER: 3; IMPACT: D10.

MG 66 (Maschinengewehr 66) SAW: TYPE: Rotary Action Machine Gun (on Gyromount); FIREPOWER: D8; IMPACT: D10.

Also carried by PA troops as the MGKpfZ 66.

SK51 (Sturmkanone 51): TYPE: Portable Plasma Gun (Infantry); FIREPOWER: D6; IMPACT: D12.

Also carried by PA troops as the SKKpfZ 51.

PzShK XII GMS/P: TYPE: Portable Guided Missile Launcher; IMPACT: D12; GUIDANCE: Enhanced (D8).
4-round GMS/P launcher, carried by combat armoured and Power Armoured troops.

LG24 (Lasergewehr 24) Sniper Rifle: TYPE: Laser Sniping Rifle; FIREPOWER: D12; IMPACT: D8.

NSL Panzergrenadier standard Combat Suit: Full suit of (unpowered) hardshell polyarmour composites; integral Combat Helmet with full targetting and communications systems. ARMOUR VALUE: D8. MOBILITY TYPE of wearer: NORMAL INFANTRY (6" or D6").

PZKpfZ III Power Armour suit: The Panzerkampfanzug III suit has power and life support systems for up to 48 hours operation in increasing levels of wearer discomfort! Arm and backpack mountings for individual and support weaponry. ARMOUR VALUE: D12; MOBILITY TYPE: "FAST" POWER ARMOUR (12" or D12").

NSL LKPzW VI (Luftkissenpanzerwagen VI): A medium-sized and efficient GEV Mechanised Infantry Combat Vehicle (MICV) issued to NSL Panzergrenadier units. The vehicle has a 2-man crew which is NOT part of the infantry squad, so the vehicle may operate independently after the troops have debussed; normally the MICV will accompany the troops in the assault to provide fire support (and evacuation if necessary).

MOBILITY TYPE:	GEV (hover)
SIZE CLASS:	3 (Medium)
ARMOUR CLASS:	2
WEAPONRY:	Remote turret mounting GAC/1 with Enhanced Firecontrol and single GMS/L tube (Enhanced Guidance).
CREW:	2 (Commander, Driver)
TROOP SPACES:	8
OTHER EQUIPMENT:	Enhanced ECM, Decoy launchers, Smoke launchers

EURASIAN SOLAR UNION:

EURASIAN SOLAR UNION NAVAL INFANTRY HEAVY PLATOON:
A typical platoon of ESU Drop (interface) Naval Infantry, as might be embarked on a Cruiser-size space warship to serve as a Marine contingent. The force has no vehicles allocated, relying on the interface craft from their ship for transport and support - in a protracted ground combat situation they would probably be attached to a normal army force and issued with vehicles by the parent unit.

This HEAVY PLATOON contains a squad of Power Armour troopers for assault duties; a LIGHT PLATOON would lack this PA unit.

Platoon Command Unit:
Eight-man squad incorporating the Platoon Commander (Ensign) and Platoon Senior NCO, with six other troopers (all with KI-72 Individual Weapons). One RK80 SAW is issued for squad support.

Three Infantry Squads:
Units of eight men, each of Squad Leader, SAW (RK80) gunner, five line riflemen with KI-72s and one Special Weapons trooper: two squads in the Platoon normally have GMS/P systems (the AT-17 "Sandbox") while the third squad will have a Sniper as the weapons specialist.

One Power-Armour Infantry Squad:
Unit of six troopers in Chen-Kunyang Model II Power Armour suits; normal complement is one Command suit, one RK-100 SAW suit, one special weapon suit (GMS/P or 20mm Assault Cannon) and 3 standard trooper suits each with an KI-95 Anti-Personnel Weapon; one of the standard suits also has over-shoulder grenade launchers.

ESU NAVAL INFANTRY EQUIPMENT AND WEAPONS:

KI-72 Individual Weapon: TYPE: Advanced Assault Rifle; FIREPOWER: 2; IMPACT: D10.

KI-95 Anti-Personnel Weapon: TYPE: Power Armour Individual Weapon; FIREPOWER: 2; IMPACT: D10.

RK80 Squad Automatic Weapon: TYPE: Light Machine Gun (on Gyromount); FIREPOWER: D8; IMPACT: D10.

RK100 Squad Automatic Weapon: TYPE: Rotary Machine Gun for Power Armour suits; FIREPOWER: D10; IMPACT: D10.

VK20 Assault Cannon (20mm): TYPE: RFAC/1 for Power Armour suits; FIREPOWER: D10; IMPACT: D12.

AT-17 "SANDBOX": TYPE: Portable Guided Missile Launcher; IMPACT: D12; GUIDANCE: Enhanced (D8).
3-round GMS/P launcher, carried by light and Power Armoured troops.

Kalyev Sniper Rifle: TYPE: Conventional-round Sniping Rifle; FIREPOWER: D8; IMPACT: D10.

Muan Teng MT3 Sniper Rifle (Laser): TYPE: Laser Sniping Rifle; FIREPOWER: D12; IMPACT: D6.

ESU Naval Infantry standard battledress: Ballistic cloth fatigues overlaid with partial light armour (flexible polyarmour plates); open-face Combat Helmet with drop-down flash visor containing head-up display systems. All ESU infantry are issued with a full-length camouflage cape (insulated against thermal detectors and other sensors), which is kept rolled under the backpack unless needed. ARMOUR VALUE: D6. MOBILITY TYPE of wearer: NORMAL INFANTRY (6" or D6").

Chen-Kunyang mod.II Power Armour suit: An ageing and fairly basic design of PA suit, very slow compared to current models; it is, however, relatively cheap to produce and maintain. Power and life-support is good for only 12 hours in the standard suit, but this can be extended with external disposable power packs for longer missions. ARMOUR VALUE: D10; MOBILITY TYPE: "SLOW" POWER ARMOUR (6" or D6").

FEDERAL STATS EUROPA:

FEDERAL STATS EUROPA COLONIAL LEGION PLATOON:

A light infantry platoon of the FSE Legionnaires, typical of the small units stationed on outworld settlements. The platoon has no indigenous transport or support, relying on higher echelon assets for these. The Legionnaires are equipped and experienced for long periods of independent operations, often penetrating deep into enemy-held territory where the use of heavy support and vehicles would make them too easily detectable. The Legion platoon, although lightly equipped, has **five** 8-man squads including the platoon command unit thus giving it more manpower than the platoons of most other armies. Due to the lack of external support on many missions, the Legion units are liberally equipped with multirole Mistral-5 GMS launchers. The Legion's reliance on light infantry is also reflected in their widespread use of Gauss weapons rather than the more conventional types preferred by many other nations - although lacking an inbuilt grenade launcher, the standard Legion FA-75 is one of the most effective infantry arms in current production.

Where vehicular transport is essential, the most common APC issued to Legion units is the AGCI-5B detailed below.

Platoon Command Unit:
Eight-man squad incorporating the Platoon Commander and Platoon Senior Sergeant, with six other legionnaires (all with FA-75 Gauss Rifles). One FM-77 SAW is issued for squad support, and many units have one or two specialist snipers (with FA-75/F2 Gauss Sniping Rifles) who are administratively placed in the command squad but will usually detach for independent operations when in the field.

Four Infantry Squads:
Units of eight men, each of Squad Leader, SAW (FM-77) gunner, five line legionnaires with FA-75s and one legionnaire with a Mistral-5 GMS/P launcher.

FSE COLONIAL LEGION EQUIPMENT AND WEAPONS:

FA-75 Individual Weapon: TYPE: Gauss Assault Rifle; FIREPOWER: 2; IMPACT: D12.

FM-77 Squad Automatic Weapon: TYPE: Gauss Machine Gun; FIREPOWER: D10; IMPACT: D12.

Mistral-5 GMS/P: TYPE: 3-round Portable Guided Missile Launcher; IMPACT: D12; GUIDANCE: Enhanced (D8).

FA-75/F2 Sniper Rifle: TYPE: Gauss Sniping Rifle; FIREPOWER: D10; IMPACT: D12.

FSE Colonial Legion battledress: Ballistic cloth fatigues with partial light armour ; open-face Combat Helmet with drop-down flash visor containing head-up display systems, plus removable filter mask to cover lower part of face; mask seals to visor when both are in position to provide limited hostile-environment and chemical protection. ARMOUR VALUE: D6. MOBILITY TYPE of wearer: NORMAL INFANTRY (6" or D6").

AGCI-5B (Aero-Glisseur Combat D'Infanterie 5B): Medium-sized GEV APC in common service with FSE Legion forces; an old but effective type, the AGCI-5 basic design is also in service and/or licensed production with several other nations (including the Oceanic Union, where the home-produced version is known as the "Wombat").

MOBILITY TYPE:	GEV (hover)
SIZE CLASS:	3 (Medium)
ARMOUR CLASS:	2
WEAPONRY:	Remote turret mounting either DFFG/1 or tribarrel GAC/1; some variants have an additional RFAC/1 pintle-mounted either on turret top or rear hull. Enhanced Firecontrol for all weapons.
CREW:	2 (Commander, Driver)
TROOP SPACES:	8
OTHER EQUIPMENT:	Basic ECM, Smoke launchers

TERRAIN AVAILABILITY AND MODELLING:

As with all miniatures wargames, STARGRUNT II will be most enjoyable when played on an attractive table-top terrain layout such as that shown in the photographs in this book.

At its simplest, terrain can be formed just by placing a cloth, sheet or blanket of a suitable colour on the table or other playing area and then putting other items (folded cloths, books etc) under the main cloth to form hills and features. Alternatively a cloth or rigid board may be painted in the desired 'ground' colour and hills, ridges etc. represented by contours cut from wood, foam or similar.

The ultimate home-made terrain is of course a fully-sculpted layout that can be fashioned in wood, plaster, expanded polystyrene or a combination of all these; rather than try to go into all the details of how to make something along these lines, we suggest you check out the many good books on landscape modelling that are published for the model railway hobby. Always remember, however, that you are making a layout for playing a game on rather than just a diorama to be looked at; features must be movable (or the whole system based on "geomorphic" boards or modules that can be fitted together in as wide a variety of ways as possible), hills should have stepped 'contours' that models can be placed on rather than having actual slopes, and so on. A good terrain is one that looks attractive, but also aids play rather than hindering it just for the sake of aesthetics.

An alternative to making your own terrain layout is to purchase one of the many good commercial 'modular' or 'integral' systems. Although such terrain does not appear cheap at first glance, when you consider the investment of time and materials costs involved in making your own layout then buying a commercial one becomes a lot more attractive. Most of the available systems are made from high-density polystyrene foam covered in grass (or sand) effect 'flock', which makes them light to transport while being surprisingly durable if looked after.

A terrain system we can highly recommend is the "GAMESCAPE" system made in the USA by GEO-HEX. The system consists of hexagonal terrain tiles about 12" across, which with a wide selection of 'partial' hexes and hill sections will allow virtually any type of ground feature to be recreated - hills, gullies, sunken roads, cliffs and even mountains! Available in grass green or desert yellow, the GAMESCAPE sets are probably the most versatile and variable form of ready-made gaming terrain you can buy. In addition, if you prefer to use a cloth terrain the GEO-HEX range includes some very nice 6' x 4' felt cloths coated in the same green or sand flock as the foam terrain tiles - very compact and easy to store if you haven't got a lot of space available. For further information, customers in the USA and other overseas readers should contact GEO-HEX at the address given below; in the UK, we at Ground Zero Games can provide more details on GAMESCAPE availability.

Once you have your basic terrain, you will need a few accessories to dress it up with. Roads and rivers are often already incorporated into the commercial terrains, but as an alternative they can be simply made from suitably coloured cloth, felt or card. For trees and vegetation there are wide ranges of "Earth-type" species available from both wargames and model railway suppliers, but some often-overlooked sources for 'alien' growths are the local pet shops or florists! Look in the Aquarium section of any good pet shop and you will find a huge selection of plastic plants intended for tropical fish tanks. These are usually in lurid colours, and many of them will pull apart to give you huge numbers of individual pieces that can be made into excellent alien foliage when mounted on metal washer bases with a bit of Milliput or filler. Floristry shops often stock various dried seed-pods and the like, which can be based in the same way as the aquarium plants and provide some really wierd and exotic "trees". Most of the alien vegetation shown in the photos in this book was made from sources such as these - our thanks to Paul Lewis for many of the ideas and the loan of his collection of terrain pieces for the photos.

AVAILABILITY OF SUITABLE FIGURES:

OK, here is where we try to balance integrity with commercialism! As many of you will already be aware, we produce a vast (and rapidly growing) range of STARGRUNT MINIATURES in 25mm scale, which are designed specifically to fit the style of the STARGRUNT II rules and our own background history - of course, we'd be very happy if you bought lots and lots of these to play your games with, because then we can afford to produce even more new ones for you to buy, etc, etc.....

Having said that, you are quite welcome to use ANY figures to play the game, from whatever manufacturer you choose. Certain companies take the attitude of "if you don't use our figures for our games, you are a nasty subversive and won't be allowed to play". Well, that is not the way we do it. By all means use your own collection of miniatures, whatever they may be - if you want to add some of ours to them, that's fine by us!

We could list a dozen or more other manufacturers that produce figures ideal for STARGRUNT II battles, but as availability varies greatly from country to country (and manufacturers come and go, so a listing will soon be out of date anyway) our best advice is to go and look at your local independent games store and check out the figures they stock - if you live too far away from a good stockist then look at the gaming magazines (Miniature Wargames, Wargames Illustrated, Practical Wargamer etc.) and write to a few of the mail-order suppliers that advertise there, or try and get to a good wargames show or convention.

VERY IMPORTANT! WHEN WRITING TO ANY MANUFACTURER OR STOCKIST, ALWAYS REMEMBER THE COURTESY OF INCLUDING A STAMPED SELF-ADDRESSED ENVELOPE (or International Reply Coupons, available from your Post Office, if an overseas enquiry) FOR A REPLY.

For full details on our own ranges of miniatures and our other rule books:

UK AND EUROPEAN READERS CONTACT:
GROUND ZERO GAMES, "FIZNO", BARKING TYE, NEEDHAM MARKET, SUFFOLK IP6 8JB, UK . [For all GZG ranges.]
(Please send £1.50 (inc. post/packing) for full illustrated catalogue; overseas readers send 5xIRCs.)

USA/CANADIAN READERS CONTACT:
GEO-HEX: 2126 NORTH LEWIS, PORTLAND, OREGON 97227, USA.
[For Gamescape terrain and GZG ranges.]

AUSTRALIAN READERS CONTACT:
EUREKA MINIATURES, THE MILITARY BOOKROOM, 1410 MALVERN RD. GLEN IRIS, VIC. 3146, AUSTRALIA. [For GZG figures.]

(Details and addresses correct at time of printing)

STARGRUNT II MISSION CARD

COMMANDER | FORCE

MISSION MOTIVATION | FATIGUE LEVEL | ADE (HOSTILE)

MISSION OUTLINE

PRIMARY OBJECTIVE

SECONDARY OBJECTIVE

FORCE ORGANISATION

SUPPORT ASSETS | ORGANISATIONAL LEVEL

NOTES

STARGRUNT II VEHICLE DATA CARD

NAME | TYPE

SIZE | MOBILITY | ECM

ARMOUR FRONT SIDE | CREW

INFANTRY CARRIED

WEAPONRY TYPE	FIRECON	BASE IMPACT

NOTES AND OTHER EQUIPMENT

STARGRUNT II SQUAD DATA CARD

SQUAD TYPE

FULL STRENGTH | ARMOUR

MOBILITY | SENSORS

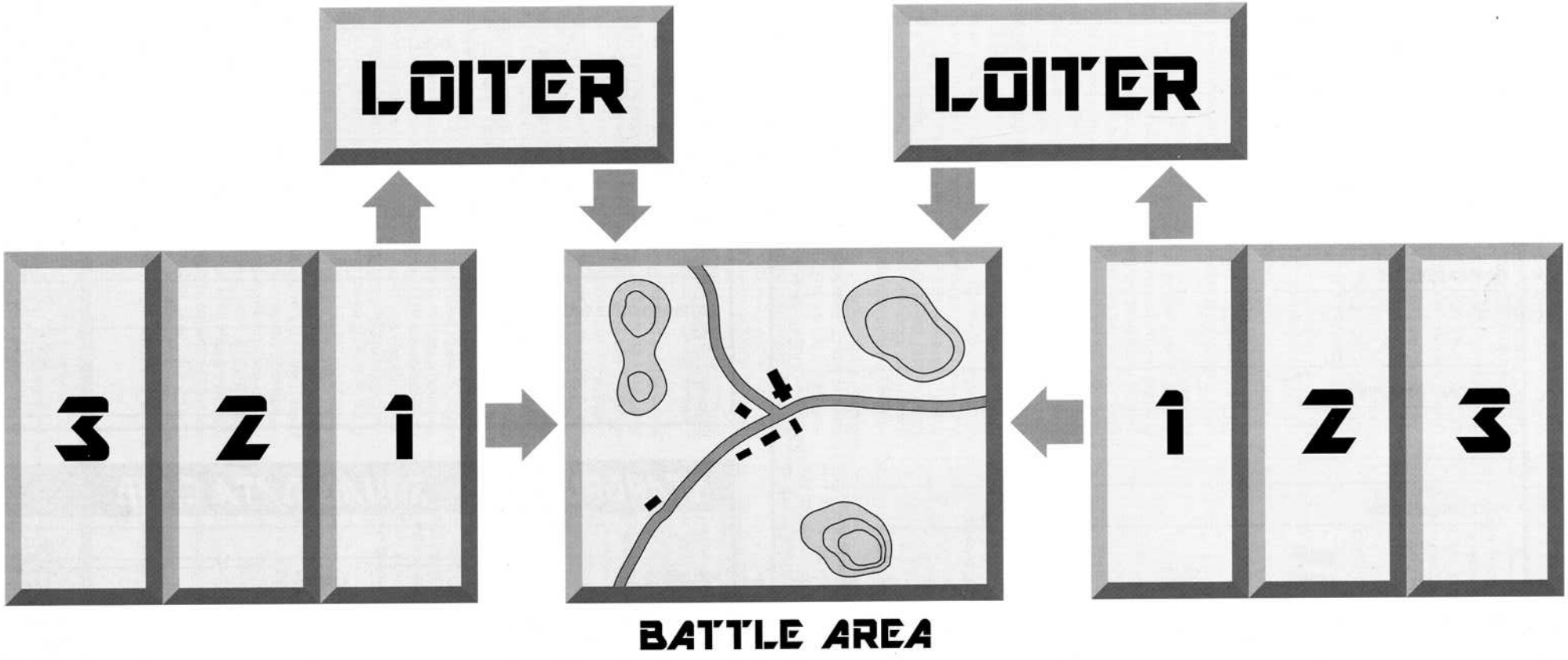
SMALL ARMS TYPE	FIREPOWER	IMPACT

SUPPORT WEAPONS	FIREPOWER	IMPACT

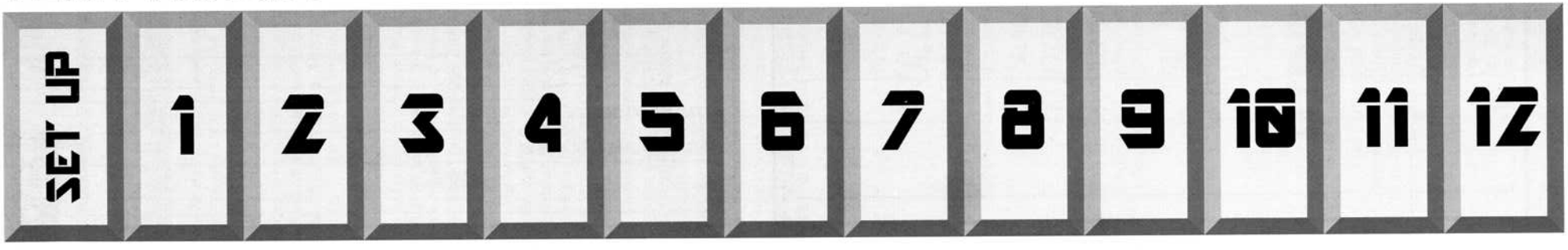
ATTACHED SPECIALISTS

NOTES AND OTHER EQUIPMENT

STARGRUNT II INBOUND CHART



TURN TRACK ▶



STARGRUNT II

QUICK REFERENCE RULES SUMMARY

GROUND ZERO GAMES

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.