

The Cardinal Rule: where a rule does not make sense in a particular situation, ignore it or modify it. These are one page rules after all.

Six-sided Dice Conventions

Any unmodified roll of a Six is a success.
Any unmodified roll of a One is a failure.
Some situations may result in a player being called upon to score more than six on a six-sided die. If a player requires a score of 7 then to achieve this the player must first roll a six, and then roll a second die. If the Unit then rolls a 4,5 or 6 it has succeeded. For an 8 the second die must roll 5 or 6, or for 9 a second roll of 6.

Units

A player has one or more Units, as defined by the relevant Force Supplement. A Unit consists of one to four bases of infantry figures or vehicle models. Some infantry come mounted in vehicles & in this case a vehicle can carry two bases of infantry. Each Unit is defined by its level of training & experience & by its weapon/armour selection. All bases of a Unit must remain within 2cm of each other or incur a penalty on their activation of 1 per figure that is out of touch.

Unit Training/Experience

Level	Rating
Green	5
Seasoned	4
Veteran	3
Elite	2

Playing the Game

This game is played in 'Turns'.
In a turn all players get to attempt to activate & use every Unit under their command.

Initiative

At the beginning of a turn each player rolls 1D6 & adds any scenario modifiers. Reroll any ties.
The player that scores the highest can attempt to Activate a Unit first. If this succeeds then that unit can choose one action & carry it out.
He can continue to activate units until he fails an activation, then the initiative passes to his opponent.
The initiative passes to & fro as players pass and fail Activation rolls, until they have all had a chance to try & activate each Unit in their command.
In larger, multi-unit games it can help to place a counter next to a Unit after their Activation.

Activation

To Activate a Unit or Vehicle a player must roll equal to, or more than, the Unit or Vehicle's Training/Experience Rating.
Add one to the roll if there are no visible enemy.
Once activated a Unit can do one of the following:

Choice	Move	Notes
Walk	5cms	Can also fire a small arms weapon, or throw a grenade, at any point during their move.
Run	10cms	Cannot fire weapons or throw grenades.
Duck & Weave	8cms	Cannot fire weapons or throw grenades. Figures count as being in Soft Cover.
On Guard	0cms	Can react <u>once</u> per turn by firing at enemy movement across their field of fire.
Gone to	8cms	Drop into nearest cover. Increase the level of that

Ground		cover by one. Cannot fire weapons or throw grenades.
Aimed Fire	0cms	All figures in Unit get +1 to firing.
Mount Up	5cms	A Unit that has an assigned vehicle can mount up or dismount that vehicle. Cannot fire weapons or throw grenades.

Units that fail to activate are On Guard.
If units that fail have taken 50% casualties they Withdraw 10cms away from the nearest visible enemy, or towards their deployment point if there are none.
Infantry move through cover at their normal speed.

Force projection

A unit of infantry or a Vehicle is measured on its capability to project force at a series of ranges.

The ranges are:

Point Blank	Close combat
Short	0-10cms
Medium	10.1-30cms
Long	30.1-50cms
Very Long	50.1-75cms

Depending upon its mix of weapons it will get a number of dice per base at each range. For example:

Space	Tactical	Devastator	Assault
Marines	[AT2]	[AT4]	[AT1]
Point Blank	4	2	6
Short	4	2	4
Medium	2	4	0
Long	2	3	0
V. Long	0	1	0
	Fire		
Imperial Guard	Infantry [AT1]	Support [AT2]	Command [AT1]
Point Blank	1	1	3
Short	3	2	2
Medium	2	3	2
Long	2	3	1
V. Long	0	1	0

Only units designated as having anti-tank (AT) capability can engage vehicles successfully. The number of FP dice that can be used against vehicles is listed after the unit name, i.e. [AT2].

A Unit can fire at any enemy figures or vehicles that they have a clear line of sight to. It can split its fire amongst more than one target.

Throw the number of dice per base/vehicle model, as indicated by the range, and try to score equal to or more than the Unit or Vehicle's Training/Experience Rating.

Units may only fire into or out of cover if the figures counted as firing and/ or the targets, are within 3cm of the edge of the area of cover each inhabits.

Figures more than 3cm inside an area of cover may only target units that are sharing that cover & that are within 6cm. Both the unit firing & their target will benefit from that cover.

If a target is not at Point Blank range and is in soft cover increase the shooter's rating by one. If it is hard cover increase the shooter's rating by two.

A defined area of cover will block line of sight to objects, figures or models beyond it.

Armour

Some Modern & SciFi troops have personal armour. They train in this so it does not slow them down.

Similarly vehicles can have armour also.

Armour allows troops or vehicles to shrug off so many hits per attack.

Type	Ignore
None	0
Light	1
Medium	2
Heavy	3

Remember that only AT Dice can be rolled against a vehicle.

D-markers & Casualties

A D-marker represents disorder, disorientation and demoralization. It is a temporary condition that lasts until the affected unit's activation in the following turn.

If a unit or vehicle is hit it may choose to take up to two D-markers instead of casualties (one per hit). The use of a counter is recommended to show this condition.

Any further hits will destroy bases.

A D-marker increases a unit's rating when trying to activate [+1 per D-marker] and also reduces its Force Projection by 1 dice per D-marker at all ranges except Point Blank.

Vehicles

These are activated like Units, however their choices are more limited.

They can move up to 20cms in the open, or 10cms through Soft Cover, & fire one weapon. Medium & Heavy Tanks can move 5cms through Heavy Cover but cannot fire if they do.

A stationary vehicle can fire all its weapons and gets an Aimed Fire bonus of +1.

For each hit not ignored by armour roll on the following table:

Roll	Effect
1-2	Vehicle immobilised until the following turn. It can still shoot.
3-4	Vehicle immobilised until the following turn. It cannot shoot at all.
5-6	Vehicle Destroyed. Each infantry base being carried by a vehicle takes 1D6 hits, resolve as .