

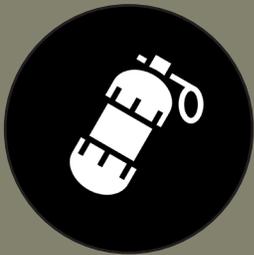
ASSAULTING BUILDINGS



Assault

The assault phase is conducted using the following system.

1. The Assaulters move into position, a minimum of two assaulters per room.
2. Grenades are thrown into the room, one grenade to each room.
3. The attacking player rolls their damage on the Grenade Assault Phase Damage Chart for each room occupant.



STATUS	RESULT
1-12	Stunned All of the element in the room is suppressed -6 to all skills
13+	Combat Ineffective A character is either dead, wounded or has run away. The element is treated as pinned. Each casualty reduces the elements morale by -2 until the end of the game. Remove a single miniature from the game board



Melee

Melee skill +/- total modifiers (1d20)

DESCRIPTION	SPOTTING
TARGET	
Target is Moving	-4
Defender element has suppression marker	-6
Defender element is hesitant	-2
Each SMG	+4
For each additional Character over the Attacker total	+4
ATTACKER	
Attacker is charging	+4
Attacking element has suppression marker	-6
Attacking element is hesitant	-2
Each SMG	+4
For each additional Character over the defender total	+4



Casualties

Melee Combat	Outcome
If Attacker has more successes	Defender is killed, any roll of 1 inflicts a casualty
If Defender has more successes	Attacker is killed, any roll of 1 inflicts a casualty
Both Attacker and Defender have equal number of successes	Deadlock - no one gains the upper hand, so no damage is inflicted to either combatant but both combatants are classed as still in combat. Unless the defender is out number in this case the defending force and attacking force take one casualty. On a roll of 1 always inflicts an additional casualty.
Both Attacker and Defender Miss	Miss - no damage is inflicted to either combatant but both combatants are classed as still in combat.

- If attacker A is a makes a successful roll and defender B doesn't the attacker succeeds, and the attacker kills the defender.
- If attacker A makes an unsuccessful roll and defender B makes a successful attack roll and the defender kills the attacker.
- If attacker A makes a successful roll and defender B makes a successful attack roll and the result is a deadlock, no damage is inflicted to either combatant but both combatants are classed as still in combat.
- If attacker A and C makes a successful roll and defender B makes a successful attack roll and the attacker kills the defender
- If both players survive at the end of the combat phase the battle will continue in their next activation phase. Melee combat doesn't take into account any type of cover, but the helmet save can be used.

Additional Combatants

Sometimes in melee one side will outnumber the opposition for each additional miniature in base-to-base contact with a defender or attacker the active player gains + 4 to their melee skill.