

INFANTRY COMBAT



Spotting

Check LoS - If LoS is clear then attempt to spot

Make and spot roll + /- modifiers (1d20)

DESCRIPTION	SPOTTING
TARGET	
Target is moving	+4
Target is in Concealment	-6
Target Hidden	-15
Target Gone firm	-4
Fired a suppression weapon	+6
Target is a vehicle	+4
ATTACKER	
Attacker is Moving	-4
Attacker is Higher	+4
Attacker is Lower	-2
Each additional AP added	+4



Shooting

Make a Firearms roll + /- modifiers (1d20)

DESCRIPTION	SHOOTING
TARGET	
Target is moving	+4
Target is in Concealment	-6
Target Hidden	-15
Target Gone firm	-4
Fired a suppression weapon	+6
Target is a vehicle	+4
ATTACKER	
Attacker is Moving	-4
Attacker is Higher	+4
Attacker is Lower	-2
Each additional AP added	+4



Damage

Roll the number of 1d20 specified for the weapon used and compare it to the status damage chart on page. Remove all combat Ineffective, other take highest result

The most common weapons are listed below:

WEAPON	1d20	RADIUS
Bolt Action Rifle	1d20	—
DMR/Sniper Rifle	1d20+4	—
Assault Rifle	1d20	2"
Shotgun	2d20	2"
UGL	2d20	2.5"/7.5"
LMG/SAW	3d20	3"x2"
GPMP	3d20	4"x2"



Armour Save

ARMOUR	SAVE
Interceptor Body Armour + Helmet	1-12
Interceptor Body Armour	1-10



Status Damage

STATUS	RESULT
1-6	<p>Hesitant</p> <p>The level of fire is such that the element has become hesitant. They drop prone, can only crawl move but can attack as normal but with a -4 to all skills.</p>
7-12	<p>Pinned</p> <p>The level of fire is such that the element has been forced prone and can do nothing this activation. At the beginning of their next combat phase the element needs to make a successful morale test.</p> <p>If the enemy is within 4" then the element surrenders.</p>
13+	<p>Combat Ineffective</p> <p>The character is either dead, wounded or has run away from the battle. The element is treated a pinned. Each casualty reduces the elements morale by -2 until the end of the game.</p> <p>Remove a single miniature from the game board</p>