

ULTRACOMBAT

SQUAD BASED COMBAT RULES IN MODERN WORLD

SQUAD DETAILS & AFTER ACTION REPORT PART I



DISHDASH GAMES

SQUADS

Squads are broken down into fireteams which are traditionally 2- or 3-men buddy teams. Ultracombat uses the buddy systems as the smallest element in this level of the game. To show players what we mean here are some key military squads and how they break down into their elements.

US Army Squad

- NCO
- 4-Man fireteam – M240, M4+UGL, M4, M4
- 4-Man fireteam – M240, M4+UGL, M4, M38 SDMR

Breaks down into the following five Elements

- 1-Man NCO – M4
- 2-Man Grenadier element – M4, M4
- 2-Man Automatic Riflemen element – M249, M4
- 2-Man Grenadier element – M4, M4
- 2-Man Automatic Riflemen element – M249, M38 SDMR

UK Army Squad

- 4-Man fireteam – L110A1, L85A2+UGL, L85A2, L29A1 DMR
- 4-Man fireteam – L110A1, L85A2+UGL, L85A2, L29A1 DMR

Breaks down into the following 5 elements:

- 1-Man NCO – L85A2
- 2-Man Automatic Riflemen element – L110A1, L29A1 DMR
- 1-Man Grenadier element – L85A2+UGL
- 2-Man Automatic Riflemen element – L110A1, L29A1 DMR
- 2-Man Grenadier element – L85A2+UGL, L85A2

French Army Squad

- 1-Man NCO - FAMAS
- 3-Man fireteam (300m) – FAMAS, FAMAS, FAMAS+AT4
- 3-Man fireteam (600m) – FAMAS, Minimi, FAMAS+UGL

Breaks down into the following three elements:

- 1-Man NCO - FAMAS
- 3-Man fireteam (300m) – FAMAS, FAMAS, FAMAS+AT4
- 3-Man fireteam (600m) – FAMAS, Minimi, FAMAS+UGL

Russian Army Squad

- NCO – AK12
- 4-Man fireteam – RPG18, PKP, AK12, AK12
- 4-Man fireteam – AK12, AK12, AK12+UGL, DMR

Breaks down into the following 5 elements:

- 1-Man NCO – AK12
- 2-Man heavy weapon element – RPG18, AK12
- 2-Man Automatic Riflemen element – PKP, AK12
- 2-Man Grenadier element – AK12+UGL, AK12
- 2-Man Riflemen element – DMR, AK12

ULTRACOMBAT AAR

Overview

Following the NATO invasion of the Ukraine, the NATO forces planned to take Donetsk through superior numbers. The Russian backed Ukrainians and Russian special forces have fought from street to street bringing back a comparison to the Stalingrad days of World War 2. To help break the siege the 173rd Airborne Brigade are dropped near the city and enter into the fray against the remains of the 18th Guards Motor Rifle Brigade.

US Briefing

Your Squad, call sign Sierra Two Zero, is scouting the outskirts of the city. Its mission is to find an alternative route for 173rd to break into the city. You are a recon unit currently heading towards the village of the Pisky, south of Donetsk Airport. Travelling from the airfield you are hoping to follow the dam road to the E50. The American forces start the game as a Team, including the vehicle.

Force 1

- 1x AVG Stryker – Sierra Two Zero
- 1 VET NCO Element 1xM4 – Sierra Two One
- 1 AVG Fireteam Element – 1xM240, 1xM4+UGL, 1xM4, 1xM4 – Sierra Two Two
- 1 AVG Fireteam Element – 1xM240, 1xM4+UGL, 1xM4, 1xDMR – Sierra Two Three

Reinforcements

- 1x AVG Stryker 30mm – Sierra One Zero
- 1 VET NCO Element 1xM4 – Sierra One Two
- 1 AVG Fireteam Element – 1xM240, 1xM4+UGL, 1xM4, 1xM4 – Sierra One Two
- 1 AVG Fireteam Element – 1xM240, 1xM4+UGL, 1xM4, 1xDMR – Sierra One Three





Russian Briefing

Your mission is to act as a blocking force to stop the Americans from breaking out of the airport vicinity. You are occupying the destroyed buildings along the south of the airfield. The US bombardment during the night ignored you and you can thank your thermal blankets for hiding your heat signatures from the spotter drones and aircraft.

Half an hour ago, you watched as the paratroopers descended like snow from the sky. They took the airport quickly and in the last ten minutes you watched the first C130 land, spitting out their Stryker vehicles before they came to a full stop.

They have been arriving every 5 minutes ever since. At the moment they have air superiority and have knocked out all the AA in the immediate area. Currently the Americans don't know you're here but surprise won't last long. Now it's your turn. You need to hold them as long as you can.

- 1 VET NCO Element 1x AK12
- 1 VET Fireteam Element (HVY) – 1xPKP, 1xRPG18+AK12, 1x AK12, 1x AK12
- 1 VET Fireteam Element (LGT) – 1x AK12, 1x AK12+UGL, 1x AK12, 1xDMR

Combat Phase 1

Both players are entitled to 1 Tactic/Doctrine card. The 173rd Airborne Brigade get a **Contact!** card, and the 18th Guards Motor Rifle Brigade get **Defence** card.

The Players, Nathan (USA) and Chris (Russian), then choose the Element that they wish to activate. Both players decide to play their Veteran NCO cards, this means they need to roll off to decide who goes first. Each Player rolls 1d20. Nathan playing the US forces gets a 17 and Chris gets a 2. The US activates first.

Nathan's units start the game as a team, so they activate when their NCO activates. They will continue to act as a team until the NCO spends 3AP to split them up.

The NCO has 3 action points (AP) that he can spend on himself or to command others. He spends 1AP to move the APC onto the board 12" and gives each Fireteams 1 additional AP. Now each Fireteams activates. **Sierra 2.2** spends 1AP to disembark and heads right, spending 2 AP to move 12" away from the vehicle, and 1 AP to go to ground. This means they will make the most of the available cover. **Sierra 2.3** does exactly the same thing to the left. The NCO remains, for the moment, with the Stryker.

Contact!

A Contact card can only be played on an element and not teams. It allows players to activate any element, not previously activated, in their opponents turn.

Unlike a standard interrupt maneuver, the element does not lose its next activation. This card can only be used for combat (Firearms, Building Assault or Melee) and not movement. Each character in the element has 2 AP to use in this contact. The element may not use an AP allocated to the element previously.

The player plays this card at the point in his opponents turn he wishes to interrupt the sequence of play. The activate players stops his turn and the interrupting players now activates his element. Once the interrupting element has completed it turn the original activate player can continue the end of their turn.

Defence

An element playing this card makes the best use of the available cover, all enemy attacks incur a -10 to their Firearms roll when firing on this element.

This card cannot be used on an element that has no concealment or cover.

Chris now activates the Russians. Chris has also decided to active his NCO.

The NCO can draw Line of Sight (LoS) to the APC, but it is partially concealed. He spends 1 AP attempting to spot.

- Spot skill +/- total modifiers = final value on 1d20

Spotting Table

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

The target has concealment -6, but it's a vehicle and large so that's +4. The NCO takes -2 from his skill of 18 so he needs a 16 or less on 1d20. He rolls a 1, and spots the APC. He also gets his AP back.

RULE EXPLANATION

A natural roll of 1 on 1d20 is always a success regardless of skill level. If a firearms or Melee skill is being rolled and a natural 1 is rolled then no damage is rolled. The character on the receiving end is always removed as Combat ineffective. On a spotting roll a 1 is a critical success and the spotter gets their AP back.

Having seen the Stryker, the NCO spends 1 AP to pass the information to all of his elements via his headset. His gives his remaining 2 AP to Fireteam HVY.

- 1 VET Fireteam Element (HVY) – 1xPKP, 1xRPG18+AK12, 1x AK12, 1x AK12

As all of the US elements have activated, the Russians get to activate their elements as they wish. The combat round cannot end until all elements have been activated.

Chris activates his **Fireteam HVY** who have 5AP, 3 of their own and 2 allocated by the NCO. **Fireteam HVY** can draw a LoS to the APC. They spend 1AP spotting the vehicle. They have been told its location by their NCO, so this adds + 4 to their spot skill, and as it's a Vehicle they add +4 to spot, but -6 for cover. Their adjusted skill is 18-6+8=20, so they can only fail on the roll of a natural 20. **Fireteam HVY** roll a 7 and spot.

RULE EXPLANATION

On a roll of 20, the result is a critical failure. The element loses any remaining APs and may not spend APs that have been given to the element by an Officer, NCO or Junior NCO.

Different weapons take more APs than others to fire. Fireteams can spend any combination of APs, as long as they have enough APs to fire certain types of weapons.

The cost of each weapon type is below:

- 0AP to fire rifles only (1d20)
- 2AP to fire Grenade Launchers only (2d20)
- 2AP to fire the Fireteam's LMGs only (2d20)
- 3AP to fire a HMG (non-vehicle based)
- 3AP to fire an RPG/AT4/Javelin/Mortar





The Russians now decide to fire their RPG18 (3AP). Their Firearms skill is 14, but the APC has cover from the trees (-6), which means they would need to roll below 8. They add their last AP (+4), to it to give them a skill of 12. Chris rolls 1d20 and gets 11, a hit. The vehicle has no turret, so the players don't need to roll for a location. Nathan would normally roll his armour save for the vehicle, but the penetration of the weapon is too high (the RPG18 has a penetration value of 20) and the Stryker has armour of 4. So the armour has no chance of a save against the missile. So Chris knowing the round penetrates, rolls directly on the penetration chart.

Vehicle Damage Table

1D20	Result	Effect
1-5	Spalling	On a roll 1-15 the crew is injured, this reduces the operational ability of the vehicle to 2AP. On 16-20 the crew survive uninjured but shaken. The vehicle receives a Suppression token.
6-10	Mobility Kill	The vehicle's engine sputters to a halt or track is hit and the vehicle runs off the track and is stuck. The vehicle may not move again for the duration of the game but can fire its weapons. The vehicle receives a Suppression token.
11-15	Mission Kill	The vehicle is critically damaged and out of action. The passengers and crew, fearing the outbreak of fire, bail out immediately and abandon the vehicle.
16+	Catastrophic Kill!	The hit penetrates the vehicle's interior, detonating fuel and ammunition in a massive explosion. All passengers and crew are killed instantly.

Open-topped vehicles add +4 to their damage roll.

Chris rolls on the penetration table and gets 10, which would normally be a crew stunned result. As the weapon penetration damage exceeds the vehicle armour by 5 or more, Chris adds +5 on to his roll for a 15. The vehicle has suffered a **Mission Kill**.

ULTRACOMBAT

As the US has no elements left to activate, the Russians now activate **Fireteam LGT**. This Russian Fireteam have 3AP. The fireteam tries to spot **Sierra 2.1**(1AP). They have a spot skill of 18, but the target has gone firm -4 and is in concealment -6 for a total of -10. Their spot skill is 8. They roll a 5 and spot successfully.

Fireteam LGT has 2AP left. The Russians fire their Grenade Launcher and their three rifles. That's 2d20 for the Grenade Launcher and 1d20 for each Rifle. For a total of 5d20. Their to hit number is 14, their target is in cover and has gone to ground for -10, so they need 4 or less. As the UGL is a suppression weapon, Chris uses different coloured dice (red) to represent the UGL, and the DMR. Chris rolls 5 dice. The UGL gets 6, 17 and the rifles get

16, 14, and the DMR a 2. That's 1 hit. Chris now rolls his 1 hit on the Status Damage table and gets 13, but a DMR adds +4 so that's a 17. This would normally be a Combat ineffective but all of the soldiers in this battle are wearing body armour.

The body armour save for a helmeted and plate carrying soldier is 12. Nathan rolls 1d20 and tries to save his man. He rolls a 6 so the man is not wounded, only knocked prone. This gives the unit 1 morale marker. This combined with the UGL giving them a suppression marker, means **Sierra 2.1** will have to make a morale test. At the beginning of their next activation, with -6 for the suppression marker, and -1 for the morale marker. This is the end of the first combat phase.

STATUS	RESULT	MODIFIER
1-6	Hesitant The level of fire is such that the element has become hesitant. They drop prone, can only crawl move, but can attack as normal with a -4 to all skills.	-4 to all skills
7-12	Pinned 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.	If the enemy is within 4" then the element surrenders.
13+	Combat Ineffective 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.	For each Combat Ineffective result remove a single miniature from the game board



COMBAT PHASE OVERVIEW

1. DRAW A TACTICS/DOCTRINE CARD

At the beginning of every turn each player draws as many doctrine cards as they are entitled to (see Page XXX). These doctrine cards may be played at any point during the players turn.

2. CHOOSE AN ELEMENT TO ACTIVATE

Players chose the Element that this wish to activate. They tell the opposing player the experience level of the Element. The Elements now activate in the following order – VETERAN, AVERAGE, and NOVICE. Players with identical experience levels roll 1d20. The winner may choose in the order they wish to activate. All draws are re-rolled.

Each Element may only activate once per turn.

3. MORALE TESTS

The active element now makes any morale rolls as needed. If the element has neither morale or suppression markers they can skip this step and go straight to step 4.

4. ALLOCATION OF AP

If the active player has selected an Officer/NCO/Junior NCO, they can allocate their own APs (based on their experience level) to any elements under their command. Allocated APs are used in the receiving elements activation.

5. COMBAT

Each character in the element has 3AP. For each character in the element players can perform any of the below actions, in any order, until all their characters APs are spent.

a. MOVEMENT

The active player may choose to spend the number of APs they wish to allocate on movement, for their chosen character.

b. SPOTTING

If the active player has chosen to make any spot rolls for their chosen character:

- i. Spotting characters may spend as many APs as they have on Spotting rolls.
- ii. Spotting characters may attempt to spot multiple enemies in the same activation up to their maximum APs.
- iii. Spotting characters may attempt to spot the same enemy multiple times.

c. ATTACK

If the active player has chosen to make a combat roll (Firearms/Melee) for their chosen character. They may attack as many times as they willing to spend AP. Remember the first attack costs 1AP, but each subsequent attack costs 2AP's. Grenades cost 2AP for the first attack ,and 4APs for the second attack. The Player rolls the number of d20's for his weapon and checks how many successes (hits) he has accumulated.

d. SAVES

The opposing player will make a body armour save.

6. DAMAGE & CASUALTIES

Any hits are then rolled on the damage status table. Any Hesitant or Pinned markers are allocated and in the case of Combat Ineffective results, miniatures are removed.

ULTRACOMBAT

MINIATURES AND RULES FOR MODERN WORLD COMBAT



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