CHARACTER DECISIONS

All characters have 3 APs that can be spent on any of the five Actions below, they may spend APs in any order they wish and can spend multiple APs on one action or just a single AP per action. They can repeat most action as many times as they have AP's or they can do as many actions as they have AP for, but may only shoot or attack once once per activation phase.

SHOOT

DO YOU NEED TO SPOT?

YES
Go to SPOT

ADD/SUBTRACT MODIFIERS

ROLL 1d100

SUCCESS
Roll damage and place a morale marker

IS IT A CRIT?
Maximum damage and place a morale marker

UNSUSCESSFUL
place a morale marker

IS IT A FUMBLE?
Roll on Fumble table place a morale marker

HAND-TO-HAND

COMPARE ATTACKERS EXP. TO DEFENDERS EXP. TO FIND ATTACK %

ADD/SUBTRACT MODIFIERS AND SPECIAL MANOEUVRES

ROLL 1d100

SUCCESS
Defender makes Parry Roll
(Attack skill -10%)

DEFENDER PARRIES
No damage

DEFENDER FAILS
Attack does damage

MOVE

FOR EACH AP MOVE

Turn 180 degrees
Walk 3"
Run 6"
Crawl/dive 1"
Kneel
Prone
Stop
Climb over low obstacle
(Less 1m)

SPOT

IS TARGET IN OPEN

YES
Go to SHOOT

ADD/SUBTRACT MODIFIERS

ROLL 1d100

SUCCESSFUL
Spot target

UNSUCCESSFUL
Don't See Target

INCREASE SKILL

FOR EACH AP SPENT

+10% To skill
To a max +20%

Combat Phase Table

Combat Phase	BDY 0-11	BDY 12-14	BDY 15-17	BDY 18-20
1				X
2			X	
3		X		X
4	X		X	
5		X		X
6	X		X	
7		X		X
8	X		X	
9		X		
10	X			

Movement AP Table

Actions	AP
Walking (3")	1
Turning greater than 90 degrees	1
Spotting	1
Running (6")	1
Dive (1")	2
Crawling (1")	1
To kneel (counts as stationary)	1
To go prone (counts as stationary)	1
To stop (counts as stationary)	1
To stand up from prone	1
Climbing low obstacle (less 1m)	1
Climbing high obstacle (per 3m / one storey)	3
Climbing through a window	3

SPOTTING & SHOOTING MODIFIERS

SPOTTING MODIFIERS	Modifier
Target	
Target crawling/climbing/swimming	+10%
Target walking	+20%
Target running	+30%
Target prone	-30%
Target kneeling	-20%
Under barrage	-50%
Each additional target within 2"	+10%
Target firing bolt action rifle	+10%
Target firing automatic weapon	+20%
Target firing heavy weapon	+40%
Target in soft cover	-30%
Target in medium cover	-40%
Target in hard cover	-50%
Target in prepared defences	-60%
Target is hidden	-75%
Target has Ghillie camouflage suit	-50%
Under fire (morale test marker placed)	-10%
Dusk/Dawn	-25%
Night	-50%
Sniper scope	+20%
If the target is above	-10% per storey to maximum of 30%
If the target is below	+10% per storey to maximum of 30%
Spotter	
Within 12" of a grenade or IED	-30%
Thermal sights	+30% (can be used to see through smoke)
Night vision devices	+30% at night only
Spotter walking/climbing/swimming	-10%
Spotter running	-20%
Vehicles	
Target vehicle is moving	+50%
Target vehicle is firing secondary weapons	+30%
Target vehicle is firing primary weapons	+50%
Target vehicle is side on	+50%
Target vehicle in hard cover	-20%
Target vehicle in soft cover	-10%
Target vehicle hull down	-20%
Spotter is buttoned up	-30%
Spotter using night vision device	+30%
Spotter vehicle is moving	-30%

SHOOTING MODIFIERS	Modifier
Target	
Per 1 AP of aim (max 2 AP / +20% modifier)	+10%
Target is running	-20%
Target is walking/crawling/climbing/swimming	-10%
Target is kneeling	-20%
Target is prone (not counted if target is within 4")	-30%
Target in soft cover	-20%
Target in medium cover	-30%
Target in hard cover	-40%
Target in prepared defences	-50%
Target is higher (per storey / 3m)	-10%
Target is within 4"	+30%
Attacker	
Attacker running	-20%
Attacker walking/climbing/crawling/swimming	-10%
Attacker is kneeling or weapon braced	+10%
Attacker is prone	+20%
Attacking from above (per storey / 3m)	+10%
Sniper scope	+25%
Attacker riding animal	-20%
Snap Fire (Optional Rule)	-30%
Vehicles	
Target vehicle is moving	+20%
Target vehicle in hard cover	-30%
Target vehicle in softcover	-20%
Attacker vehicle moving	-20%

THROWN GRENADE MODIFIERS	Modifier
Target	
Target is running	-20%
Target is higher(per storey / 3m)	-10%
Attacker	
Attacker running	-20%
Attacker walking/climbing/crawling/	-10%
Attacking from above (per storey / 3m)	+10%
Attacker in moving vehicle	-20%
Target vehicle is moving	-20%

WEAPON DAMAGE

Weapon	Damage	Range	Area Effect
Hand to hand combat			
Unarmed Combat	1d6	Touch	-
Knife/Entrenching tool	1d10	Touch	-
Firearms			
Pistol	1d10	25" (50m)	-
Assault rifle	2d10	250" (500m)	-
SMG	2d10	100" (200m)	-
Combat shotgun	3d10/2d10	10"/20" (20m/40m)	2"
Sniper rifle	4d10	250" (500m)	-
LMG/Minimi/204/LS (5.56mm)	4d10 (3d10)	500" (1000m)	2" burst
.50 Barret	5d10	500" (1000m)	-
Grenade Launcher/RPG7/AT4	See grenade type	See grenade type	See grenade type
Heavy weapons			
GPMG/MG	KZ4d10	500" (1000m)	3"
HMG	KZ4d10	500" (1000m)	6"

Description	Range	Minimum range	Kill Zone (KZ)	Damage Zone (DZ)	Damage	PEN
Smoke grenade	40m (20")	-	-	10" (lasts 1d6 rounds)	-	-
Hand grenade	40m (20")	-	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ4d10/DZ1d10	3
GMG/40mm Grenade (GMG fires 1d6/2 per activation phase)	150m (75")	20m (10")	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ4d10/DZ1d10	5
RPG	500m	10m (5")	5m 5" diameter	15m (7.5") 15" diameter	KZ6d10/DZ1d10	10
AT4	2500m	20m (10")	10m (5") 10" diameter	15m (7.5") 15" diameter	KZ6d10/DZ2d10	10
Javelin/ATGM/ASM	2500m	75m (35")	10m (5") 10" diameter	20m (10") 40" diameter	KZ6d10/DZ2d10	20
Max 6d10 - There is no need to roll more damage dice as the average roll indicates that all characters are killed						

Body Armour	Armour value (optional)	BODY Modifier	Cost
Helmet + body armour	1d10+4 (8)	-2	10
Helmet + light body armour	1d6+4 (6)	-1	5

Weapon	Combat phases to set up
MG/GPMG	1
Javelin or similar ATGM	2
HMG/Mortar	3

COMBAT SEQUENCE

① **Activation and morale tests:**
   a. The combat phase dictates which characters are designated as the **ATTACKER**.
   b. Any morale tests from previous phases are resolved.
   c. Players can spend AP to move or change position at anytime throughout this process.

② **Spotting:**
   a. The **ATTACKER** draws a clear line of site (LoS) to the **TARGET**.
   b. The Attacker automatically spots any **TARGET** in the open if they have line of sight (LoS). Otherwise the **ATTACKER** makes a spot roll, and by spending APs the **ATTACKER** can increase their chance to spot (*+10% to spot skill for each AP, to a maximum of +20%*).

③ **Attacking:**
   a. If the **ATTACKER** has successfully spotted their **TARGET**, the **ATTACKER** makes an attack roll if they have enough APs remaining. The outcome of this roll will be determined by the character's skill with the weapon used (cost 1 AP).
      i. If successful go to section 4.
      ii. If unsuccessful go to section 5.
   b. The **ATTACKER** may spend APs to improve aim (*+10% to weapon skill for each AP*).

④ **Success:**
   a. The **ATTACKER** rolls the damage they have inflicted on the **TARGET**.
   b. The **TARGET** reduces the damage they receive as determined by any armour they are wearing.
   c. All damage that penetrates armour is taken as character damage and the wound chart is consulted.
      i. If the character is not killed outright, complete a consciousness test to see if they remain conscious.
      ii. At the beginning of the next activation phase, a wounded **TARGET** must make a morale test based on the morale modifiers.
      iii. If the **TARGET** fails the morale role, they roll on the Combat Failed Morale Table.

⑤ **Failure:**
   a. If the **ATTACKER** is unsuccessful, the **TARGET** completes an morale test at the beginning of their next activation phase (*Taking into account morale modifiers and any existing wounds*).
   b. If the **TARGET** is successful they may act as they wish.
   c. If the **TARGET** is unsuccessful, roll on the Failed Morale Table and follow the instructions.

WOUND TABLE

Damage	Description	Morale	Consciousness	Mission
1-3	**Light wound** • -20% from all combat abilities • Compulsory morale test in first available combat phase • Character drops prone • Causes morale test for all witnesses within 12"	-20%	100%	No effect.
4–6	**Medium wound** • Half all combat skills • Compulsory morale test in first available combat phase • Character drops prone • Causes morale test for all witnesses within 12"	-40%	60% If the character remains conscious, their cries for help/screams causes a -20% to character morale rolls within 12", if they have LoS with the injured character.	**OPTIONAL:** **Mission change for all non-insurgent units:** This casualty must be treated with first aid by the nearest friendly character, providing it is safe to do so. If a successful first aid roll is achieved, earn 10 victory points.
7–9	**Serious wound** • All combat skills are 10% • Compulsory morale test in first available combat phase • Character drops prone • Causes morale test for all witnesses within 12"	-60%	40% If the character remains conscious, their cries for help/screams causes a -20% to character morale rolls within 12", if they have LoS with the injured character.	**OPTIONAL:** **Mission change for all non-insurgent units:** This casualty must be successfully evacuated from the board on a friendly edge, providing it is safe to do so. This will earn 50 victory points.
10–12	**Critical wound** • Incapacitated • Character drops prone • Causes morale test for all witnesses within 12"	N/A	20% If the character remains conscious, their cries for help/screams causes a -20% to character morale rolls within 12", if they have LoS with the injured character.	**OPTIONAL:** **Mission change for all non-insurgent units:** This casualty must be successfully evacuated from the board on a friendly edge, provided it is safe to do so. This will earn 50 victory points.
13+	**Dead** Causes morale test for all witnesses with 12"	N/A	N/A	**OPTIONAL:** **Mission change for all non-insurgent units:** This casualty must be successfully evacuated from the board on a friendly edge. This will earn 50 victory pts.

GRENADES & MORALE

Thrown grenade modifiers

Description	Modifier
Target	
Target is running	-20%
Target is higher(per storey / 3m)	-10%
Attacker	
Attacker running	-20%
Attacker walking/climbing/crawling/	-10%
Attacking from above (per storey / 3m)	+10%
Attacker in moving vehicle	-20%
Vehicles	
Target vehicle is moving	-20%
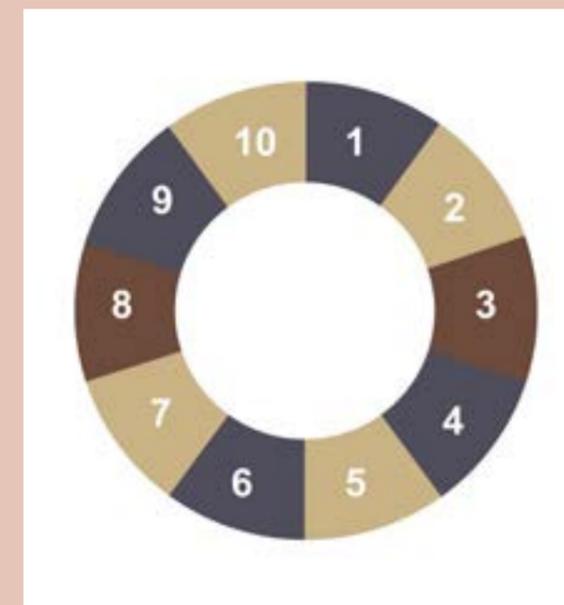
Grenade Deviation

Weapon	Novice & Average Deviation	Veteran & Elite Deviation
Grenade	1d6 inches	1d6/2 inches
UGL/Rifle grenade	1d10 inches	1d6 inches

Morale Modifiers Table

Description	Modifier
Inflicted wounds on enemy character in last combat phase	+10%
For each conscious squad member within 6" (max +30%)	+10%
For each enemy squad member after the second within 6" or closer (max -30%)	-10%
Show of force (relevant to insurgents only)	-30%
Under sniper fire, or fire by LMG, GPMG, or HMG	-20%
Under fire by Mortars, RPGs.	-30%
Under fire by ATGMs ,MBT cannon, chainguns and auto-cannons	-50%
For each subsequent morale test marker placed	-10%
In soft cover	+10%
In medium cover	+20%
In hard cover	+30%
Inside a vehicle	+30%
Friendly soldier(s) within 12" LoS wounded or killed	-30%

Failed Morale Table

1d10	Description
1-5	**Drops prone** The soldier drops prone, taking no further action this combat phase. At the beginning of their next combat phase they can act as normal.
6-8	**Pinned down** A pinned down result means that the character is prone until the next combat phase, taking no action. At the beginning of their next combat phase they must make a morale test, with success indicating that the character can act as normal, while failure means that they are treated as a 'retire' result. If the enemy combatant is within 2", and the character is alone the character will surrender and its figure is removed from the board and counts towards victory conditions.
9-10	**Retire** Move to the nearest cover within 12" from the cause of the test, even if the character is already in cover, then take no action for the rest of the combat phase. In the next active combat phase the character must make a successful morale test or be removed from the board and be counted as a casualty in any points-based game. If the enemy combatant is within 4", and the character is alone the character will surrender and is treated as a prisoner.

HAND-TO-HAND COMBAT SEQUENCE

① **Activation and morale tests:**
  a. The combat phase dictates which characters are designated as the **ATTACKER**.
  b. Any morale tests from previous phases are resolved.
  c. Players can spend AP to move or change position at anytime throughout this process.

② **Attacking**
  a. An **ATTACKER** makes an attack roll (*cost 1 AP*).
  b. They may spend additional APs for a special manoeuvre.
  c. The **TARGET** makes a parry roll (*parrying costs no APs*).

③ **Success**
  a. If the **TARGET** parry is unsuccessful, the **ATTACKER** rolls damage.
    i.   **TARGET** reduces wounds by any armour they are wearing.
    ii. All damage that penetrates armour is taken as damage.
    iii. If the character is not killed, consult the Wound Table.
    iv. At the beginning of the next activation phase, a wounded defender must make a morale test based on the morale modifiers.
    v.   If the **TARGET** fails their morale test, they roll on the hand-to-hand combat Failed Morale Table.

④ **Failure**
If the **TARGET** parry is successful, the sequence begins again.

HAND-TO-HAND

Hand-to-Hand Combat Table

		DEFENDER			
		Novice	Average	Veteran	Elite
ATTACKER	Novice	60%	50%	40%	30%
	Average	70%	60%	50%	40%
	Veteran	80%	70%	60%	50%
	Elite	90%	80%	70%	60%

Special Manoeuvres Chart (Optional)

Action	AP cost, and skill adjustment	Damage/effects
Feint and attack	2 AP, and reduces your hit skill by 20%	Adds 8 points to damage, reduces enemy parry skill by 50%
Charge forward and attack	2 AP	Add 20% to hit
Circle attack	2 AP, and reduces your hit skill by 20%	Adds 8 points to damage, reduces parry skill by 50%
Breakaway	3 AP, and reduces your hit skill by 20%	Enemy is pushed back 5", and attacker moves 1d10" away from combat
Trip	2 AP, and reduces your hit skill by 20%	Target falls to the floor and receives -50% to their attack and parry skills, needs to spend 2 APs to get to their feet
All-out-attack	3 AP, and increases your hit skill by 10%	Add 1d10 to damage, attacker cannot parry in the next combat phase

Hand-to-Hand Failed Morale Table

1d10	Description
1-8	**Tatical Retreat** The character immediately moves 6" away from the nearest combatant, and at the beginning of the next combat phase can make another morale test. Success means that he can rally and fight again, while failure means that he is broken (see below).
9-10	**Broken** The character runs 12" directly away from their attacker and cannot be rallied this combat phase. The attacker gets a free attack at +20%. At the beginning of their next combat phase, the character can make a morale test. If successful, they have rallied and can fight again. If they fail, they are removed from the table and counted as a casualty.

Hand-To-Hand Fumble Table

1d10	Description
1–2	**Kit comes loose** – the character becomes entangled in loose clothing or webbing, resulting in -25% to all attack and parries this combat round.
3–4	**Misstep and twist ankle** – the character falls prone, giving a +25% to attacker's weapon skills until this character gets to their feet.
5–6	**Drops weapon** – the character will need to spend 3 APs to retrieve their dropped weapon, and cannot parry or attack during that combat round.
7–8	**Panic** – move up to 3 APs' worth of movement towards the nearest friendly character who is in cover. If there are none available, move away from combat the full distance possible in 3 APs.
9–10	**Wide open** – the next enemy attack, if successful, is treated as a critical attack doing maximum damage.

HEAVY WEAPONS

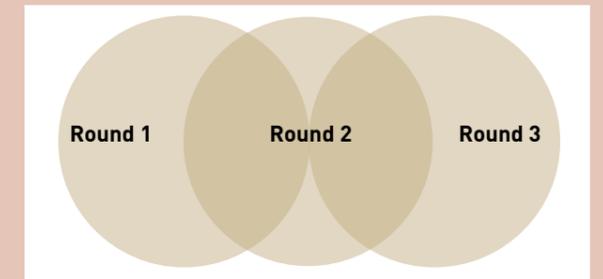| Description	Range	Minimum range	Kill Zone (KZ)	Damage Zone (DZ)	Damage	Penetration Value
GPMG/MG	1000 (500")	10m (5")	3"	-	KZ4d10	1
HMG	1000 (500")	10m (5")	6"	-	KZ4d10	2
60mm Mortar	1km	20"	5m 5" diameter	25m (12.5") 25" diameter	KZ4d10/DZ1d10	4
GMG	150m (75")	20m (10")	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ4d10/DZ1d10	5
80mm Mortar	1km	20"	10m 10" diameter	40m (20") 40" diameter	KZ4d10/DZ1d10	6
AutoCannon	4000m (2000")	10m (5")	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ6d10/DZ1d10	7
Chaingun	3000m (1500")	10m (5")	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ6d10/DZ1d10	8
120mm Mortar	1km	20"	15m 15" diameter	60m (30") 60" diameter	KZ4d10/DZ1d10	10
RPG	500m (250")	10m (5")	5m 5" diameter	15m (7.5") 15" diameter	KZ6d10/DZ1d10	10
AT4	2500m (1250")	20m (10")	10m (5") 10" diameter	15m (7.5") 15" diameter	KZ6d10/DZ2d10	10
Javelin/ATGM/ASM	2500m (1250")	75m (35")	10m (5") 10" diameter	20m (10") 40" diameter	KZ6d10/DZ2d10	20
MBT Cannon	4000m (2000")	75m (35")	10m (5") 10" diameter	20m (10") 20" diameter	KZ6d10/DZ3d10	20
Max 6d10 - no need to increase damage as most characters will be killed by this						

HEAVY WEAPONS

Rank	BODY	Heavy Weapon Skill Bonus	Cost
Novice	11	+10%	25 points per person + 50 points for the weapon
Average	13	+20%	50 points per person + 50 points for the weapon
Veteran	15	+30%	75 points per person + 50 points for the weapon
Elite	17	+40%	100 points per person + 50 points for the weapon

Mortar Table

Description	Range	Min. Range	Kill Zone (KZ)	Damage Zone (DZ)	Damage
Small (60mm)	1km	20"	5m 5" diameter	25m (12.5") 25" diameter	KZ4d10/DZ1d10
Medium (81/82mm)	1km	20"	10m 10" diameter	40m (20") 40" diameter	KZ4d10/DZ1d10
Large (120mm)	1km	20"	15m 15" diameter	60m (30") 60" diameter	KZ4d10/DZ1d10

Weapon Deviation Table

Weapon	Novice & Average deviation	Veteran & Elite deviation
Mortar	3d10 inches	3d6 inches
ATGM	1d10 metres	1d6 metres
GMG	2d10 metres	2d6 metres
MBT Cannon	2d10 metres	2d6 metres

Round 1   Round 2   Round 3

Heavy Weapons Damage Chart

Description	Range	Minimum range	Kill Zone (KZ)	Damage Zone (DZ)	Damage
GMG	150m (75")	20m (10")	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ4d10/DZ1d10 (1d6/2 rounds per phase)
RPG	500m	10m (5")	5m 5" diameter	15m (7.5") 15" diameter	KZ6d10/DZ1d10
Javelin/ATGM/ASM	2500m	75m (35")	10m (5") 10" diameter	20m (10") 40" diameter	KZ6d10/DZ2d10
AutoCannon	4000m	10m (5")	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ6d10/DZ1d10
Chaingun	3000m	10m (5")	5m (2.5") 5" diameter	15m (7.5") 15" diameter	KZ6d10/DZ1d10
MBT Cannon	4000m	10m (5")	10m (5") 10" diameter	20m (10") 40" diameter	KZ6d10/DZ2d10
Max 6d10 - no need to increase damage as most characters will be killed by this					

HEAVY WEAPON COMBAT SEQUENCE

① **Activation and morale tests:**
  a. The combat phase dictates which characters are designated as the **ATTACKER**.
  b. Any morale tests from previous phases are resolved.
  c. Players can spend AP to move or change position at anytime throughout this process.

② **Spotting:**
  a. The **ATTACKER** draws a clear line of site (LoS) to the **TARGET**.
  b. The **ATTACKER** makes a spot roll, and by spending APs the **ATTACKER** can increase their chance to spot (*+10% to spot skill for each AP, to a maximum of +20%*).

③ **Attacking:**
  a. If the **ATTACKER** has successful spotted their **TARGET**, the **ATTACKER** makes an Attack roll. This will be based on their skill with the weapon used (*cost 1 AP*), and they may spend APs to improve aim (*+10% to weapon skill for each AP spent*).
  b. i. If successful, go to section 4.
     ii. If unsuccessful, the attacker has missed – go to section 5.

④ **Success:**
The **ATTACKER** checks for targets in blast radius rolls their rolls their weapon damage and place morale marker if required

⑤ **Failure**
Roll deviation if weapon appropriate Check for targets in blast radius and resolve damage and place any morale markers

VEHICLE DETAILS

Vehicle	Armour	IED protection	Weapons
Civilian			
Technical	0	0	-
AFV			
Humvee	2	1	GMG/.50 Cal
Humvee + additional armour	3	2	GMG/.50 Cal
M1117	4	4	40mm Mk 19 grenade launcher, .50 calibre
Cougar/ Bulldog/Mastiff	4	5	40mm Mk 19 grenade launcher, .50 calibre
TPz Fuchs	2	3	3 x HMG or GMG grenade Launcher
Viking	2	1	.50 Cal, smoke launchers
APC/IFV			
VAB 4x4/6x6	3	4	7.62mm machine gun
LAV/Stryker/M113/Boxer/Puma	6	6	25mm chaingun/40mm Mk 19 grenade launcher, .50 calibre
Jackal/Coyote	3	4	40mm Mk 19 grenade launcher, .50 calibre
Snatch Landrover	2	1	.50 calibre, GPMG
MICV			
Bradley	10	10	25mm chaingun
Warrior	9	9	30mm Rarden cannon
Main Battle Tank (MBT)			
MBT 1	12	12	Vehicle type dependent
MBT 2	14	14	Vehicle type dependent
MBT 3	16	16	Vehicle type dependent
Helicopters			
Chinook	4	-	
Blackhawk	6	-	Vehicle type dependent
Apache/Apache(UK)/Tigre	8	-	30mm chain gun/Hellfire/Hydra missiles