

# INFANTRY COMBAT



## SPOTTING

Check LoS can be drawn to target



## SHOOTING

If shooter has spotted



## DAMAGE

Roll for damage



## STATUS DAMAGE

Make a spot roll +/- modifiers = final value on the number of 1d20 for each member of the element

Firearms skill +/- total modifiers = final value on the number of 1d20 for each member of the element

For each success roll the number of 1d20 of the weapon type on the status damage table

### SPOTTING MODIFIERS

Target	Spot	Attacker	Spot
Target is Moving	+4	Attacker is Moving	-4
Target is in Concealment	-6	Attacker is Higher	+4
Target is Hidden	-15	Attacker is Lower	-2
Target has Gone Firm	-4	For each additional AP added	+4
Fired a Suppression weapon	+6		
Target is a Vehicle	+4		

### SHOOTING MODIFIERS

Target	Shoot	Attacker	Shoot
Target is Moving	-4	Attacker is Moving	-4
Target is in Cover	-6	Attacker is Higher	+4
Target is Hidden	-15	Attacker is Lower	-2
Target has Gone Firm	-4	For each additional AP added	+4

### SAVE

All characters that have been Hit either by pistols, SMGs, or blast weapons can, on a roll of 1-2 on a 1d20, Save their character

### WHO IS SPOTTED

A spotting character Spots another character and anyone within 1" either side of the enemy miniature. If an element consists of more than one character, they do not Spot the entire element.

### FIREARMS

Weapon	Damage	Area of Effect
Bolt Action Rifle	1d20	-
Battle Rifle	1d20	1" Radius
SMG	2d20	2" Radius
Pistol	1d20	-

### MACHINE GUNS

Weapon	Damage	Area of Effect
Automatic Rifle	2d20	2" Radius
LMG	3d20	3" x 2"
MMG	3d20	4" x 2"
HMG	3d20	5" x 3"

### SPECIALIST WEAPONS

Weapon	Damage	Area of Effect
Rifle Grenade Launcher	2d20	KZ 2.5" DZ 7.5"
Grenade	2d20	KZ 2.5" DZ 7.5"
Sniper Rifle	1d20+4	

Status	Result
1-6	<p><b>Hesitant</b></p> <p>The level of fire is such that the element has become Hesitant. They drop prone and can only crawl to Move but can attack as normal, but with a -4 to all skills.</p> <p><b>-4 to all skills</b></p>
7-12	<p><b>Pinned</b></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 roll. If the enemy is within 4" then the element surrenders and is removed from the board</p> <p><b>-6 to all skills</b></p>
13+	<p><b>Combat Ineffective</b></p> <p>The character is either dead, wounded, or has run away from the battle. The element is treated as Pinned. Each casualty reduces the element's Morale by -2 until the end of the game. Remove a single miniature from the game board</p> <p><b>-2 Element Morale</b></p>

# BUILDING ASSAULT



## INITIAL ATTACK

Element must be within 6" of the target building.

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 per room.
3. The attacking player rolls the Damage on the Grenade Assault Phase Damage table for each room occupant.

### GRENADE ASSAULT PHASE DAMAGE

Status	Result
1-12	<b>Stunned</b> All of the element in the room is Suppressed. -6 to all skills
13+	<b>Combat Ineffective</b> A character is either dead, wounded, or has run away. The element is treated as Pinned. Each casualty reduces the element's Morale by -2 until the end of the game. Remove a single miniature from the game board



## FOLLOW UP

Assaulters then follow up by entering the room, both defenders and assaulters make Melee attacks (1d20 each) using the Assault Modifiers table and work out the casualties.

**Melee skill +/- total modifiers = final value on the number of 1d20**

### ASSAULT MODIFIERS

Target	Melee
Defending element has a Suppression marker	-6
Defending element is Hesitant	-2
For each SMG	+4
For each additional character over the attacker total	+4
Attacker	Melee
Attacking element has a Suppression marker	-6
Attacking element is Hesitant	-2
For each SMG	+4
For each additional character over the defender total	+4



## STATUS DAMAGE

### MELEE COMBAT

Melee Combat	Outcome
If <b>Attacker</b> has more successes	A <b>Defender</b> is killed—any roll of 1 inflicts a casualty
If <b>Defender</b> has more successes	An <b>Attacker</b> is killed—any roll of 1 inflicts a casualty
If both attacker and defender have an <b>equal number</b> of successes	<b>Deadlock</b> - no one gains the upper hand, so no Damage is inflicted to either combatant, but both combatants are still classed as in combat. If the defender is outnumbered, the defending force and attacking force take one casualty each.
If both attacker and defender Miss	<b>No Damage</b> is inflicted to either combatant, but both combatants are still classed as in combat.
For each side, a roll of 1 always inflicts an additional casualty.	

# MELEE COMBAT



MELEE ATTACK



STATUS DAMAGE

To enter Melee combat, one element Moves into base-to-base contact with another.

The Moving element counts as Charging — +4 to their first attack.

Melee doesn't cost AP; the only AP paid is to Move into base-to-base contact.

**Melee skill +/- total modifiers = final value on the number of 1d20**

## ASSAULT MODIFIERS

Target	Melee
Defending element has a Suppression marker	-6
Defending element is Hesitant	-2
For each SMG	+4
For each additional character over the attacker total	+4
Attacker	Melee
Attacking element has a Suppression marker	-6
Attacking element is Hesitant	-2
For each SMG	+4
For each additional character over the defender total	+4

## MELEE COMBAT

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If both attacker and defender Miss	<b>No Damage</b> is inflicted to either combatant, but both combatants are still classed as in combat.
For each side, a roll of 1 always inflicts an additional casualty.	

# INFANTRY ATTACKING VEHICLES



## SPOTTING

Check LoS can be drawn to target

Make a spot roll +/- modifiers = final value on the number of 1d20



## SHOOTING

Make a Shooting roll +/- modifiers = final value on the number of 1d20



## ARMOUR SAVE



## PENETRATION

Does the weapon **PEN** exceed the adjusted armour score of the vehicle.

**No** — the vehicle is undamaged but suppressed  
**Yes** — roll on the table below

### VEHICLE SPOTTING/SHOOTING

Description	Spotting/ Shooting
<b>TARGET</b>	
Target is a Vehicle	+4/+4
Target Vehicle is Moving	+4/-4
Shot main weapon	+6/0
Target Vehicle is in Cover/ Concealed	-6/-6
Target Vehicle is Hidden	-15
Target Vehicle is in or behind smoke	-10
Target Vehicle is open-topped	+4/+4
<b>ATTACKER</b>	
Attacking Vehicle is Moving	+4/-10
For each additional AP added	+4

### VEHICLE SPOTTING/SHOOTING

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Target is a Vehicle	+4/+4
Target Vehicle is Moving	+4/-4
Shot main weapon	+6/0
Target Vehicle is in Cover/ Concealed	-6/-6
Target Vehicle is Hidden	-15
Target Vehicle is in or behind smoke	-10
Target Vehicle is open-topped	+4/+4
<b>ATTACKER</b>	
Attacking Vehicle is Moving	+4/-10
For each additional AP added	+4

### VEHICLE HIT LOCATION

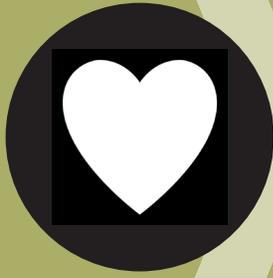
1d20	Location
1-14	Vehicle hull
15-20	Turret*

\*Many Vehicles don't have turrets; in this case, treat all Hits as Vehicle hull hits.

1d20	Result
1	<b>Glancing Hit</b> The shot glances off the Armour. +3 to the Armour value of the appropriate facing side when calculating the PEN value.
2-5	<b>Strong Point</b> The shot hits the toughest part of the Vehicle's defences. +2 to the Armour value of the appropriate facing side when calculating the PEN value.
6-10	<b>Favourable Slope</b> The shot hits the Armour at a favourable angle. +1 to the Armour value of the appropriate facing side when calculating the PEN value.
11-19	<b>Direct Hit</b> The shot hits the Vehicle squarely. Use the listed Armour value of the appropriate facing side when calculating the PEN value.
20	<b>Weak Point</b> The shot lands in a shot trap or deflects off the ground, striking weaker Armour on the roof or the deck of the Vehicle. -1 from the Vehicle's Armour value of the appropriate facing side when calculating the PEN value.

1d20	Result
1-5	<b>Spalling</b> On a roll of 1-15, the crew are injured. This reduces the Vehicle to 2AP. On a 16-20, the crew survives uninjured. The Vehicle receives a Suppression marker. All passengers Disembark.
6-10	<b>Mobility Kill</b> The Vehicle's engine is knocked. The Vehicle may not Move for the duration of the game but can still Shoot. The Vehicle receives a Suppression marker. All passengers automatically Disembark—and are Pinned.
11-15	<b>Mission Kill</b> The Vehicle is critically damaged and is out of action. On a roll of 1-15, the passengers are Combat Ineffective. All surviving passengers automatically Disembark—and are Pinned.
16+	<b>Catastrophic Kill</b> The hit explodes into the Vehicle's interior, detonating fuel and ammunition in a massive explosion. All passengers and crew are Combat Ineffective.

# MORALE



## WHO MAKES A MORALE ROLL

1. If the element/vehicle has a suppression or morale marker
2. An element failed its morale in a previous activation

## HOW TO MAKE A MORALE ROLL

Morale +/- total modifiers = final value

## MORALE MODIFIERS

Description	Modifier
Cover	+2
Novice Officer/NCO/Junior NCO within 12"	+1
Average Officer/NCO/Junior NCO within 12"	+2
Veteran Officer/NCO/Junior NCO within 12"	+3
For each Morale marker	-1
For each Suppressive marker	-6

## PASSED

The element can carry on with their activation as normal

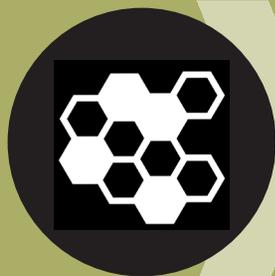
## FAILED

If the element fails their morale, work out how many they fail by.

## FAILED MORALE TEST

Failed by	Effects
1-2	<p><b>Let Loose</b> The element loses all AP, must Go Firm, and receives a Reload marker.</p> <p>They have also emptied the magazine/belt of their weapon and must Reload in their next Activation—this takes 1 AP for a rifle, SMG, or assault rifle, but 3AP for any heavy weapon.</p> <p>The player distributes three Morale or Suppression markers (depending on the weapon) to any enemies that are in LoS, Spotted or not, working from the nearest first. Only one token is given per element.</p>
3-4	<p><b>Hesitant</b> The level of fire is such that the element has become Hesitant. They drop prone, can only crawl to Move, but can attack as normal with a -2 to all skills.</p>
5-6	<p><b>Go Firm</b> The element can, but doesn't have to, move up to 6" to find the best Cover. This may be towards the enemy (1AP). They then elect to Go Firm. They are using the available Cover to the maximum advantage. They gain a +4 Cover modifier. They can fire at any previously Spotted enemy at -4 to all skills.</p>
7-8	<p><b>Withdraw</b> The level of fire is such that the element has been forced to Withdraw back from this position. The element must move back a full 12" until they no longer can draw LoS from the attacking element. If it is not possible to withdraw out of LoS, then the element is treated as Pinned.</p>
9	<p><b>Pinned</b> The level of fire is such that the element has been Pinned and can do nothing this Activation Phase. At the beginning of their next Combat Phase, the character needs to make a successful Morale test, or the element will remain in place, unable to do anything retaining any suppression markers/morale markers.</p> <p>If the enemy is within 4" of the character and has clear LoS, the Pinned element must surrender.</p>

# ACTION POINTS(AP) AND SKILLS



## HOW MANY APs

Infantry elements — each character has 3AP that they can use when they activate

Heavy weapon crew has 1x4AP that they can use when they activate

Each Vehicle element has 4AP that they can use when they activate

## ADDITIONAL AP

Officers, NCOs, and Junior NCOs can allocate AP to elements under their control

Additional AP allocated by Officers, NCOs, and Junior NCOs is per element NOT per individual character in per element and is a one use allocation.

Unused additional AP is lost at the end of the element activation

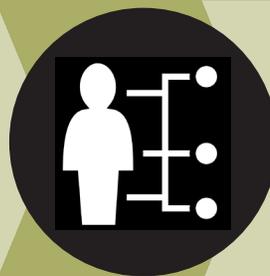


## APs AND SKILLS

Every action is powered by AP.

A player may spend up to their maximum allocated AP to accomplish a task.

The character activation ends when they run out of APs



## SKILLS

All skill roll checks are made using 1d20; the player must roll the modified skill number or less to succeed

A roll of a 1 is always the best possible result

If a soldier has a skill greater than 20, after modifiers, the number over 20 is added to their result roll to the damage roll or subtracted from the morale roll.

A roll of a 20 is always a failure and is the worst possible result; characters lose any remaining AP



## AP EXPENDITURE

Actions	AP Cost
Movement (6")	1
Passing on information	1
Turning greater than 180°	1
Spotting	1
Shooting(Firing) / Shooting (Firing) second time	1/2
Go Firm	1
Climbing low obstacle (less 1m)	1
Climbing high obstacle (per story)	3
Climbing through a window	3
Throw a grenade/second throw	2/4
Place a mine	1
Set up an LMG	1
Set up an MMG/HMG	3
Forward Observation	1
Embark a Vehicle	3
Disembark a Vehicle	3
Break up a team	3
Reload	1
Form a team	3

# INTERRUPT



## WHO CAN INTERRUPT?

Characters Interrupt as elements, but attack as individuals.

To Interrupt, an element must not have already Activated during the current combat round and must not have any Morale or Suppression markers.

Remove the interrupting Element card from your Element deck. The element has forfeited their next Activation in order to make this attack on the enemy.



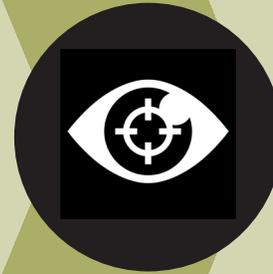
## WHEN CAN YOU INTERRUPT?

An Interrupt may be declared at any time during an opposing element or team's Activation.

The Interrupting player allows their opponent to complete their Move and then decides at which point they will Interrupt.

The player being Interrupted stops their Move and places their character anywhere along the Movement path as the Interrupting player dictates.

**NOTE:** If an Interrupt is declared at the beginning of the enemy's Activation, it is resolved after the enemy completes any Morale rolls.



## SPOTTING

Unless the target character is Spotted automatically, each character must make a Spot roll. Characters cannot use any additional AP allocated by Junior NCOs or above to increase their skill. If the Spot roll fails, the Interrupt action fails.

Once the target has been Spotted, the Interrupting character makes a single free attack with any weapon in their inventory (subject to the limitations below).

Players work through each character in the element. Different characters may select different targets if the element has a LoS to them.



## REACTING

Elements that have been fired at, can attempt to react. To do this, each character makes a Morale roll with no modifiers. If they succeed, they can act as their player wishes but are considered as Moving. If they fail, they gain a Suppression marker and do not Move at all.

Once players have completed all the Interrupting fire they wish to undertake, their opponent is free to continue their element's Activation.



## SHOOTING

If shooter has spotted

Firearms skill +/- total modifiers = final value on the number of 1d20 for each member of the element