

Game Setup

Beta V1.1

Part 3 of 4

Sequence for game play

Once game units have been worked out, you proceed to the game itself. Generally, you are going to perform the following actions.

- Decide on the type of game you are playing.
- Decide on the total point value of the game.
- Set Terrain Out
- Set out Spotter and Objective Markers
- Set up Entrenched units (if they are being used).
- Place the remaining units.
- Start the game.

Decide on the type of game

There are three main types of battle. They are:

- Defending an area. Player one controls and sets up on two thirds of the table. This is the defender. The object of the battle is for the attacking player to rout the defending player. The good news for the defending player is that his infantry units and weapon platforms may start the game entrenched and his vehicles may start the game as camouflaged. The good news for the attacking player is that he receives triple the points allocated to the defending player. The attacker wins if he can control two thirds of the table. In this type of game the defending player must place all his units on the table before the attacking player places his own units. The attacking player may not set up any of his units closer than 12 inches from any defender unit.
- General engagement. The idea is to kill as many of the enemies units as possible. In general engagements neither of the two sides start the game with units that are dug in or entrenched. The idea is that both players will be ordering their troops to the attack. In a general engagement each player must set up his units within one foot of the owning players table edge.
- Objective oriented. Objective oriented battles may include taking and holding areas for a specified time. You receive victory points by taking and holding the objectives. If you decide on an objective style of game you will be placing objective markers as described later in this section. This will generally result in the best games since both players must be active if they hope to win the game. In an objective oriented game each player must set up his units within one foot of his table edge.

Total Point Value of the Game

The game produces high point value units. A squad of 10 powered infantry units with a hand weapon and grenades will cost between 1500 and 2000 points. This means that a 10,000-point game will have between 3 and 5 squads of powered infantry. A seven to eight thousand point game should be playable in an afternoon. When you start to push 20,000 points you are looking at a daylong game.

Force and Army Restrictions

Force and Army Restrictions are listed in part one. I include them again below for convenience.

If you have

30 Level 8 Troops then you can have

- 5 Level 10 Veteran Troops

If you have

40 Level 8 Troops then you can have

- 5 Level 10 Veteran Troops
- 5 Level 12 Elite Troops
- 1 Level 11 Sergeant

If you have

50 Level 8 troops then you can have

- 5 Level 10 Veteran Troops
- 5 Level 12 Elite Troops
- 5 Level 14 Commando Troops
- 1 Level 11 Sergeant
- 1 Level 14 Captain

All armies have a Level 16 Commander

All the troops must be the same troop type. Thus, if you want a veteran Squad of troops with Power Armor, you have to have 30 level 8 troops with power armor.

Vehicles

If you have

3 Vehicles with level-8 crew, then you can have

- 1 Vehicle with a Level 10 Veteran Crew

If you have

5 Vehicles with Level-8 crew, then you can have

- 1 Vehicle with a level 10 Veteran Crew
- 1 Vehicle with a level 12 Elite Crew

If you have

7 Vehicles with Level-8 crew, then you have

- 1 Vehicle with a Level 10 Veteran Crew
- 1 Vehicle with a Level 12 Veteran Crew
- 1 Vehicle with a Level 14 Veteran Crew

In addition, you are allowed one Off Board weapon for your army and two High Flyers. The Off Board weapon fires turn to turn starting at round two. Only one High

Flyer may come onto the table in a given turn on a given side. See the main rules for more information on this.

Setting up the Game Table

The next thing you are going to have to do is actually set up the game table. I built and tested the rules on an 8-foot long by 6-foot wide table. Any 4 by 8 foot table should work fine as the rules are and you might even try the game on smaller tables and let me know how it works (with lots of feedback, I'll list you as a play tester...).

Once you have the table and some elbowroom around it you are going to want to set out terrain.

Set out Terrain

Roll 3d6 to generate the number of terrain pieces. Each player places one terrain piece of their choice until the rolled number of terrain pieces is on the table. Choose from all available terrain up to the number of pieces rolled.

1. Hill(s)
2. Bodies of Water
3. Creek / River (4 foot length)
4. House or other building.
5. Section of Rough Ground
6. Section of trees or bush.

Once the basic terrain is laid out you may add individual details until both players agree that the table looks great. The details include such things as individual trees, sign posts, outhouses, hedges, fences farm animals and the odd peon running around with his arms in the air (after all, this is a war zone).

How much terrain is enough?

I myself love to see a table packed to the edges with terrain, but not all people are like me. One thing to realize is that empty tables favor weapons with great range. If you have a lot of troops with single-handed weapons then you will want to get close to the enemy in order to use them. If your army has a lot of close combat weapons then you will want to insist on lots of terrain, or your troops will be picked off before they can even reach the tables mid point.

Rivers and streams

Be very careful when placing rivers or streams on the table. In my experience, they give too much of an advantage to the player who likes to play a defensive style of game.

Set out Objective Markers

If the battle you decided to have is objective oriented, then now is the time to place objective markers. You should place at least one objective marker in the startup area of each player and 3 or 5 markers in the table's middle area. Each player sets up the objective marker in his own end, but both players must agree on the location of the objective markers that are to be placed in the middle section of the table.

Set out Hidden Units and Camouflaged Vehicle Markers

Use the following guidelines when deciding to make units either hidden or camouflaged. For purposes of game play, Vehicles and platform weapons can be camouflaged, foot troops can be hidden. The markers for hidden and camouflaged units have the following information on them.

Hid/Cam
1a

The number on the marker is followed by an a, b, c, or d giving four sets of 15 markers. This should allow for up to four opponents to track their hidden units. Markers are placed face up with the number showing. The number is then written on the unit sheet. The owning player may or may not choose to write down the number on dummy markers. For each real marker the player places on the table he may place one fake marker. At most, a player may have 15 markers on the table, 8 representing real units/ troops or vehicles and 7 fake markers.

Defending: The defender starts with all his units being entrenched. The attacker can have scout units (units with no armor or body armor only) start the game as hidden. All defending units are placed on the table before attacking units are set out.

General: Troops with no armor and Body armor start the game as hidden if they start in wooded area or in rough terrain. Vehicles (including walkers) can start off as Camouflaged if their speed is zero and they start on the edge of a wooded area (the woods have to be twice as thick as the vehicle is long).

Objective: Same as General.

Sort out and set aside any units that will start the game as either hidden or camouflaged (remember that foot soldiers start out as hidden, vehicles and support weapons start out as camouflaged (another nice name for hidden). Set out markers for units that start the game hidden or camouflaged. For each legitimate marker you set out you may set out one dummy marker.

Cards determine the order that units move and take actions. The order is always low to high (ace to king) in the following suit order.

- Clubs
- Diamonds
- Hearts
- Spades

Low card is considered Ace of clubs, followed by the Ace of diamonds.

Set out Dug In and Entrenched Unit Markers

Units should only start the game dug in or entrenched if the scenario calls for this to happen.

Sort out and set aside all the units that will start the game entrenched. Set out these troops. Put out markers on troops, units or vehicles that are entrenched (to act as a reminder to both sides that the units are entrenched. Remember, only one side should ever start the game with entrenched units (the defender side in a Defending an Area game).

Entrenched units represent units that have probably been in place for a while. They have a good field of fire and have gotten tired of digging new holes every day (people are like that you know). Since they have been there awhile (and since there is such an advantage to being entrenched) the attacking player in the game gets to see where all the entrenched units are before setting out his own forces.

If the scenario calls for dug in or entrenched units, then these markers may not be put beside hidden unit markers. Entrenched and dug in units are assumed to have been there for a while.

Placing the Remaining Units.

Deal a card to all the units that have not been placed on the table, (excluding units that have markers on the table that represent them). These units are now placed on the table in the appropriate set up area, in the order as indicated by the cards. If you are playing a game where one of the players is defending then the attacking player simply puts his units on the table in the order he wishes (there is no need to deal cards).

Set out Overwatch Markers

The next thing that you do is set out overwatch markers. All Anti-aircraft guns gain an overwatch marker at the start of a game. Units with counter battery fire also start the game with overwatch markers in place.

First Turn

Once all units are on the table one player shuffles cards and the other cuts the deck. The deal reverts back to the first player; with each unit getting a card. The cards determine when a unit goes in relation to all other units on the table. This is explained fully in part four.

Who gets a card?

Each unit of troops gets a card during the deal. Each character that is not a part of a unit gets a card (note that a character has to be associated with a unit if you want him to lead the unit). You may group vehicles into units or treat them as separate entities when the game begins. As separate entities each vehicle gets a card that tells it when to move. Combining or splitting vehicle units may be done during a game but doing so costs each model 1 action. This is explained further in the main rules.

Winning the Game: Victory or Death

The way to win is to collect victory points. Generally speaking, a commander does not throw his troops away on hopeless situations. For this reason, the following generates victory points.

- 2 points per 500 points worth of unit (or part thereof) if the unit is completely destroyed.
- 1 point per 500 points worth of unit (or part thereof) if a unit is broken and runs off the edge of the table.
- 0 victory points if the unit is combat ready and leaves the table in its movement phase.
- 1 victory point per corporal that is killed (and not healed) during the course of the battle.
- 3 victory points for killing the opponents Sergeant (if he is not healed).
- 5 victory points for killing the opponents Commander (if he is not healed).
- In an Objective Style game you also get victory points for markers. See Claiming a Marker below.

You may wish to agree on a total number of victory points needed to win a scenario. The scenario ends when one player has a number equal to or more than the number of points needed to win. It is possible for both players to be awarded victory points at the same time (i.e., a stray shot may take out troops from both sides). Although unlikely, the game can end in a draw.

Claiming A Marker

In games that use Victory Markers, you get the number of victory points listed on the marker only if you remain on the marker from card discard to card discard. That means that you move onto the marker, discard the models turn order playing card. On the next turn the model is dealt a new playing card. If that card goes to the discard pile with the model or unit still on the marker then your side gets the victory points listed on the marker. Victory points from markers are awarded turn to turn, so it is possible to accumulate quite a few before the game ends.

Now the kicker: only foot troops, other than leaders or special characters can claim victory markers. Only the lowly grunt will earn you victory points.

Contested markers do not earn either side victory points. If models from both sides (i.e., models that have not been taken out of the action) are engaged in hand to hand combat over a victory marker, then neither side has control of the marker. If a side started with control, was charged and has killed all the charging units, then it still qualifies as being in soul possession of the marker.

Variations

You may want to try variations in the type of game you play. For example, place 3 victory markers in the middle third section of a defender game. Victory goes to the side that generates a pre set number of victory points from these markers.