Main Rules
Legend Weaver, The Future of Combat
BetaV1.1
Part 4 of 4

What do you require to Play

The game requires a deck of playing cards and at least one of each of the following dice; 4, 6, 8, 10, 12 and 20 sided. A handful of each is preferable (at least a handful of d20 dice). The game was built around 25-mm scale of models so you should have at least a couple of armies' worth of figures to use. If you do not already have them you will have to make a set of weapon area of effect templates. Instructions on making the templates are given in the Template.pdf file available for download.

You will have to make up a set of markers for the game. The marker sheet is found on the Markers.pdf file. Battle cards will also have to be printed and cut out. They are included in the Cards.pdf file. Gluing the printed pages on hard cardboard allows you to produce a cheap set of markers. Finally, you will need a normal deck of playing cards.

Unit Sheets

The unit sheets are shown below. Note that multiple versions can be found the UnitSheets.pdf file.

Ground Unit Form

Name / Ttype					Cost	
Actions				Level	Move	
Weapon 1	#	Range	Prim		Second	Tertiary
Special						
Weapon 2	#	Range	Prim		Second	Tertiary
Special						
Weapon 3	#	Range	Prim		Second	Tertiary
Special						
Weapon 4	#	Range	Prim		Second	Tertiary
Special						
Weapon 5	#	Range	Prim		Second	Tertiary
Special						

Vehicle Form

Name / Ttype:					Cost	
Total # of Crew		Crew			Move	
Total # of Actions		Level		Maneuverability		
Weapon 1	#	Range	Prim		Second	Tertiary
Special						
Weapon 2	#	Range	Prim		Second	Tertiary
Special						
Weapon 3	#	Range	Prim		Second	Tertiary
Special						
Weapon 4	#	Range	Prim		Second	Tertiary
Special						

Converting your models (part 1) and your weapons (part 2) should have given you a fairly good understanding of how the unit sheets are set up and what the information on the sheets actually means. This will be a condensed version showing you the main sections of the unit sheets and what the individual pieces of information mean in game terms.

Name / Ttype:		Cost	
Actions:	Level:	Move:	
Notes and comments about the unit go here			

Name / Ttype:		Cost:	
Total # of Crew	Crew	Move:	
Total # of Actions	Level	Maneuverability:	
Notes and comments go in here			

The information required by the game is described below.

Name (vehicle name):
> The name is very straightforward… you need to call the model something.

Ttype:
> Ttype means target type. This is a relative rating between 0 and 9 that is used to describe what the model is. A foot soldier in body armor has a Ttype of 1Bod. A soldier in power armor has a Ttype of 2Pow and so on. For a complete explanation of target types, see page 3 of Part 1)

Actions (total # of actions):
> Each model on the table has a certain number of actions. For vehicles it is considered the total number of actions of all crewmembers. Each action allows the model to move, fire or perform some special function (i.e., use a medical kit).

Level (crew level):
> Level is an indication of training. Most models on the table will be level 8, meaning they are Regular soldiers. Level can actually range from 1 (a totally untrained idiot) to 16 (the armies general). The value of a single crewman's level is listed for vehicles, noting that every crewman from a single vehicle has the same level.

Move:
> The distance a model will move with the expenditure of one action point.

Total # of Crew:
> For vehicles, you list the number of crew required to operate the vehicle. Carried infantry (or the ability to carry them) is not counted in the total number of crew figure.

Vehicle Move:
> This is the distance the vehicle will move, with the expenditure of one action by the vehicle driver.

Vehicle Maneuverability:
> This is an indication of how nimble the vehicle is. The higher this figure is the faster the vehicle can perform a turn when on the battlefield.

You now have the information that you need on the models you will use to play the game. The rest of the information on the unit sheets relates to the weapons that the models carry.

The appropriate section of the weapon sheet is shown below. Note that this shows the information on a single weapon.

Weapon 1	#	Range	Prim	Second	Tertiary
Special					

Weapon Name and #
> List the name of the weapon here. Each weapon has a set of characteristics as set forth in the weapon tables. When you look up the weapon and decide what set of characteristics it will have you will find a weapon number on the left most columns. Recording that number allows quick reference back to the original table.

Range:
> Each weapon has a single range figure. This is considered the weapons effective range. Although there is an optional rule that allows you to fire past the weapons effective range, penalties soon make this type of action useless.

Prim:
> The weapon has a primary target type(s). This is the class of target the weapon is best at destroying. For example, if a weapon has a target type of 0Non, then it works best against a target that has no armor. If such a target is hit, then it will suffer a wound on a 6+ on a d20 dice roll.

Second:
> This box lists the weapons secondary Ttype(s). The weapon is fairly effective against target types listed in this area. If such a target is hit, then it will suffer a wound on a 11+ on a d20 dice roll.

Tertiary:
> This box lists the weapon's Tertiary Ttype(s). The weapon still has a chance of being able to take out target types listed in this box. If such a target is hit, then it will suffer a wound on a 16+ on a d20 dice roll.

Special:
> Weapons may have special characteristics. These may include such things as templates used to represent explosions or a hail of bullets that can hit anything in a large predetermined area.

The rules are listed in the order that you are likely to need them. Realize that this does present problems since a lot of the rules you need are modified by other rules or may happen "out of sequence". For instance, when you move an armored model over an infantry model, it is considered an overrun attack, and is treated under movement rather than the section on attacking the enemy.

Actions

Each character or unit on the table is given one or more actions. Certain units are given defensive actions (as described below). Each action may be used for one of the following.

1. Overwatch. A model may be put on over watch. When a model is on over watch it is waiting for a target to shoot at. Going onto over watch requires two actions (one action to go onto over watch and the second to fire the weapon once the target shows itself).
2. Cover Fire. A model may provide cover fire. This must be given to a unit as a whole. Individual characters cannot be given this command. The unit must be given a target, another unit, vehicle or platform. A unit that is the recipient of cover fire is at a 5 point penalty on its to hit dice if the unit being fired at can be effected by the firing unit's weapon (i.e., that tank crew is going to pretty much ignore the hail of bullets).
3. Movement: The expenditure of one action will allow the model to move a distance less than or equal to its movement figure. Figures can normally move once per turn. A unit may forgo its attack action (see next point) and make a second movement action.
4. Attack. A model performs an attack by firing (or using) any weapon that it currently has. A weapon can be fired once per turn. In addition, the fire action must be the first action or the last action done by the squad. This means that a squad with three actions cannot use its middle action to fire. One squad on the battlefield (the one lead by the armies general) will receive 4 actions. This one squad can attack twice in a given turn. Its attack actions must be the first and last thing it does. The squad must attack, move twice and then attack again.
5. Aim a weapon. Up to two actions may be spent aiming a weapon. The actions must be spent on the turn the weapon is fired. For each action spent, roll 1d6 and add it to the d20 to hit dice roll.
6. Special Action. The model may use a specialized piece of equipment. Some special actions require 2 or more actions per model to perform. The exact number of actions required to do something is listed in the action's description.
7. Rally. A unit may attempt to rally. A successful rally moves the unit one step closer to a battle ready status.
8. Join a unit. It costs a character one action to join a unit or to separate from a unit. Once joined with a unit the character may lead the unit. Once separated from a unit the character may move off to act independently or to join another unit.
9. Two vehicles may expend one action each to become a single unit. Conversely, if a vehicle squad has more than 3 vehicles, it may spit into two squads. The cost is one action per vehicle.
10. Two partial units may expend an action each to become a single unit. The total number of figures in the final unit must be 10 or less.

Things that do not cost action points

- Turning a foot soldier to face a new direction (may only be done when a model is active. Once you have moved onto the next model, the facing on previous models *is set* and cannot be changed.
- Changing weapons. The appropriate weapon is drawn, as it is needed.
- Passing an object from one model to another (the models do have to be in base to base contact and one of the models must be "Active"). This means that an active model may move into base-to-base contact with another model, take an item from it, and move on. Since it costs nothing to take an item, the moving model still gets to move its full amount; it just has to make sure that its movement takes it into base-to-base contact with the appropriate model. Note you cannot pass an item down a line of inactive models.
- Firing a defensive weapon. This includes Flak, and auto Grenade Launchers. Defensive actions are very specialized actions and can only be used to work defensive equipment. Auto Grenade launchers are made as defensive equipment. Flick a button and the grenades fly. Even though they are often used as offensive weapons, the system is still a defensive weapon system.

Active Models

The term 'active model' should be explained. During a game the models expend their actions in the order that is determined by the cards dealt to them at the beginning of the turn. When you finish expending the actions of a model, you place the card associated with that model in a discard pile and look for the next card in the sequence. Once the previous card has been discarded, the next model in the sequence is considered to be active until its card is discarded. Of coarse, this means that the first model to be active is active from the end of the deal, to the discard of its card.

Overwatch

Certain units start the game on overwatch depending on the type of game being played (see part 3). Once the game starts, you may choose to put an active model on overwatch. When you place the model on over watch you are saying that the model is looking to fire at any enemy model that comes within its line of sight. The model on over watch does not have to fire at the first enemy that comes within its line of sight but must fire at an active model (once that card hits the discard pile, it is to late to say (I fire at him). On over watch, a model must still abide by the normal rules associated with shooting at units and groups. For this reason, it is possible for the opponent to pick a new legitimate target for the shot, if he wants to. The target for the shot must belong to the same squad as the original target. This means, that the target player may choose any model in the squad that has presented itself to the model on overwatch. This rule does not apply if a sniper is making the shot. Only the sniper model can pick and choose its target.

> Overwatch is one of those rules that can present a small problem during play. Since you are firing weapons at the active model you wait until the player "activates" the big heavy weapon model or the units leader and then have your overwatch troops blaze away. Many players want to be able to "pick off" their targets. Only the sniper can "pick off" targets in this way. If a non-sniper passes up legitimate targets to take out a specific weapon, then the target player may choose another model from the target squad as the target.

When a unit goes onto Overwatch then all the models in the unit go onto Overwatch.

Characters and Units

A character will often have more actions than the squad being led. If this is true, then the character transfers his actions to those of the squad. This means that a squad would get 3 actions if a character leading it had 3+1 actions. The squad's original number of actions is lost. They can do more due to the quality of their leader.

You will notice that characters normally come with a bonus action (the +1). This is a bonus movement action given to the character. It always allows the character to be where he wants to be within the squad.

A unit with a character could move and then go onto Overwatch (assuming the character had 3+1 actions). If done the other way around (the unit is immediately placed on overwatch) the third action could be used to aim their weapons.

A model that goes onto over watch uses two actions to do so. The first action puts the model on over watch. The second action is saved for the actual shot.

Should a model or unit that is on overwatch be fired at, you must roll 1d20 and compare the result against the units level. If the roll is equal to or less than its level, the unit remains on overwatch, otherwise the overwatch marker is removed. If a character is leading the squad then the character may expend one action and roll a d20 against his level. This is only done after the squad has failed its own level check to retain the overwatch counter. If the character rolls his level or less, the character keeps the squad on track and the squad does not loose its counter.

Overwatch lasts until the Units next 'Activation'.

Remember that a unit can only fire at an active model and that when you do so, you are actually firing at the unit the model is with.

Cover Fire

The unit is given a target and a cover fire marker. The idea of cover fire is to make it harder for the target unit to use its weapons. Units using cover fire cannot make use of area effect or specialized attack forms. They are shooting their rifles and machine guns (or the equivalent of them) at the targets, trying to make sure that the targets keep their head down. The enemy keeps its head down and adds five to the dice roll when making its to hit dice rolls.

When you perform cover fire, your weapons must be able to wound the target, in the case of support platforms; a weapon that can damage either the crew or the platform itself will work.

Movement

The following is a breakdown of the movement rules. This section lists the movement options for Foot Troops, Jump Troops, Vehicles and Support Platforms.

Foot Troops

The movement options for foot troops are very basic. One-action point allows them to move a distance equal to or less than the movement rate listed on their data sheet.

- Only forward movement uses movement points. One movement point is expended for each inch traveled on open terrain.
- Models are always considered to be facing in their direction of travel (no backing up). It does not cost anything to turn a model to face a new direction (this actually happens automatically when the model changes direction).
- A model that finishes its movement may be turned to face any direction the owning player desires.
- When you have moved the next figure in the squad previously moved models stay where they are and cannot be moved again until their next activation.

A foot troop can only be moved once it has become active. It is all right to measure move distances before you actually move a model but once you have moved the model you cannot go back and change the position of a previously moved model, even if that model is part of your active squad.

Movement is normally the first or last thing that you do in the sequence. The exception to this is with the squad that is led by the armies general. That squad can fire, move twice and fire again. If it moves first, then its first three actions must be to move. its last action may be to fire or move.

When you decide to move the unit then all figures must move. You cannot have some move and some fire using the same action point.

If a character with three actions joins the unit the Fire first or Fire last rule still applies.

An example:

You have a squad of five figures in Power Armor. Their movement is listed as 5 and they have 2 actions each. The unit becomes active. You decide to move first then fire. All the models must now be moved. You move model one and go to move model two. You change your mind, and change the position of model one. You now move model two. Since you have now actually moved model two (changed its location on the table) you can no longer go back and move model one.

Jump Troops

Jump Troops are troop with either anti gravity belts (harnesses) or a small rocket pack. There are subtle differences between the two types of troops.

Anti Gravity Belts

Troops with anti gravity belts may choose to perform a normal move (i.e., walk crawl run) or to perform a jump. The normal movement of an Anti Gravity unit is five. If an Anti Gravity unit is moving five or less they are considered on the ground unless they are jumping to clear an object of some type (i.e., a high fence or wall does not cost them extra movement to cross).

When the Anti Gravity jump unit moves further than five inches they are jumping. Units with Anti Gravity Belts jump in a straight line. The movement allowance given to this type of jump unit is normally 12 inches. On such a jump the unit will never normally be more than an inch or two off the tabletop. The unit may go up to three inches high with no additional movement cost. If the unit does require more height, then it will loose one forward inch of movement for each extra inch in height that it requires. Thus a model that needs to clear a five-inch tall object can only jump 10 inches.

Anti Gravity belts and harnesses are designed to negate most of the users weight (i.e., they can adjust the harnesses on the fly). This means the model may actually use the harness to jump into a tree or onto the top of buildings. For ease of play it is suggested that an anti grave unit only be allowed to jump onto the top of flat buildings!

Powered Jump Suits

Powered Jump Suits are normally given to units with powered armor.

The jump distance normally given to powered jump troopers is 14 inches. Unlike the Anti Gravity Jumper the Powered Jumper has a bit more control over where he is going. For each four inches that the figure is moved it may turn 45% in mid air. This means that the powered jump troop may move in a circle (sort of).

Like Anti Gravity Troops, powered jump troops may carry no weapon larger than a two handed weapon. Powered jump troops will normally obtain a height of about six inches when jumping. They may go higher and each addition inch in height they require costs them one point of forward movement. If they needed to clear an eight-inch tall obstacle, they would have a forward movement of only twelve inches.

Because of their high movement arc, the Powered jump troops may be targeted by anti air units.

Unlike anti Gravity foot troops powered jump troops may have their equipment outfitted with grenade droppers. To use Grenade Droppers the troops must obtain a 6-inch height and will not drop a grenade within 3 inches of where they jump from or land. When dropped, there is a 1 in 6 chance that the grenade will deviate 1d3 inches in a random direction before exploding.

Optional Rule: Firing while in the air.

Powered Jump units may actually end their movement in the air. This means that they could actually fire their weapons while airborne. Because of the difficulty in controlling the suits the troops would be at a 5-point penalty to hit the target. Make note of the location and height of such troops. Being able to see means they will be able to be seen. This rule is optional. You should try it out once or twice before deciding if you would want to use it on a regular basis.

Vehicle Movement

Vehicle Movement is a little more complicated than foot troop movement, because you have the added characteristic of Mobility. Mobility is an indication of how quickly the vehicle can turn, but first things first.

Vehicle Action Points

Vehicles always have pilots. Whether it is a scrawny little human or a computer program, it has a driver. The driver is given a number of actions, based on his level. Most vehicle pilots, like foot troops, have two actions. Vehicles with two or more 'crew' have a huge advantage in the fact that there will be a driver and at least one gunner. Each vehicle is treated as a single entity that expands all of its actions before going onto the next vehicle in the unit. A crew expends its actions at the same time. Thus a pilot expands his actions while the gunner uses his own. This is a one to one expenditure of action points. Note that each weapon on a vehicle can be fired once, meaning that the gunner with two actions must have two weapons available if he is going to use both of his fire actions.

When does the gunner shoot

Due to simplicity alone, the gunner must fire his weapon either where the vehicle starts its move or it ends its move. If both players agree, they may try having the gunners fire their weapons anywhere along the vehicles flight path and see how this works. The vehicles move is considered the distance the vehicle moves when the pilot uses a single action.

Moving and Changing Speed

A vehicle has a basic movement rate. This is considered the vehicles top speed. When moving at its top speed, one action by the vehicle pilot will mean that the vehicle moves a number of inches straightforward on the table equal to the movement figure listed on its data sheet. When moving a vehicle you must take into account how fast it is currently going versus how fast you want it to go. If these two figures are different then the vehicle is changing speed.

When moving, a vehicle may change its speed by up to 50% of its maximum total each time the pilot uses an Action Point. Thus, a vehicle with a movement rate of 18 may increase or decrease its speed by up to 9 points. A vehicle moving at 18 could change its speed by up to 9 points. With one action the driver could have the vehicle move 9 to 18 inches (assuming a top speed of 18). If the vehicle had a previous speed of 5, then the driver could stop the vehicle or have it move between 0 and 14 inches (a maximum of a 9-

inch increase or decrease). You should keep track of a vehicles current speed, although in all likelihood you will want to keep the vehicle moving at half of its normal maximum speed since this is the fastest it can go and suffer no firing penalties when discharging its weapons. See hitting the target on Page 11 for the exact rules covering the firing of a vehicle weapon.

Maneuverability and Changing Direction

For each point of maneuverability, the vehicle may make one 45 degree turn. Divide the vehicles speed by its Maneuverability rating to find the straight-line distance the vehicle must move between each 45-degree turn. Always round up when calculating the straight-line distance. To give an example, the vehicle has a maneuverability of 5 and a current speed of 15. You divide 15 by 5 to get 3. The vehicle may change its direction by 45% (left or right of its current heading) each time it moves 3 inches forward. Like foot troops a vehicle always moves in the direction it is facing (if it is not then it is out of control… see the "Optional Rule: Forced Turns with Flying Vehicles" below). If the same vehicle where moving at 9, then 9 divide by five is one point eight (1.8). In this case the vehicle would have to move at least 2 inches between 45-degree turn.

Cost to turn a stopped vehicle

Any model may turn to face any direction when not moving. The only restriction on this is that the model must be the active. Technically, only one model can only ever be active at one time, and when the next model becomes active, all previous models stay where they are. This means that the vehicles speed must be zero. If the pilot brings a vehicles speed to zero, he may turn the vehicle to face any direction and then use his next action to move it forward. This means that a vehicle could come to a complete stop and wheel 180 degrees.

Reversing Direction

Ground based vehicles or vehicles that hover may move backwards. The vehicle must come to a complete stop before being able to reverse movement. This means the pilot or driver will have to expend one action to stop the vehicle and spend the next action moving the vehicle backwards. The vehicle's movement characteristics are equal to but halved when moving in reverse (or doubled depending on what the vehicle is trying to do). Thus the vehicles maximum speed is half its normal forward speed. Its maneuverability rating is considered half its forward rating (round fractions down). In addition, it may only change its speed by 25 percent of its maximum forward movement rate. Lastly, the distance it must travel in a straight line between 45-degree turns is double normal. This is in direct violation of the move where you are facing rule and will probably not see all that much use. Waiting for feedback on it…

Skimming

Flying vehicles do not fly through forests (unless the pilots have a date with a hard thick tree branch). Flying vehicles are always assumed to be above the items they are moving over. The unit can employ a special form of movement called skimming. This is when the vehicle is purposely using terrain to provide cover. This makes the vehicle harder to hit. For more on this refer to the section "Skimming To Hit Adjustments" found below.

A vehicle may elect to move through a forest rather than over it. If the vehicle moves through a forest then its speed is 1d3 inches per turn. To rise above the forest takes one full action, which leaves the vehicle with a forward speed of zero.

Optional Rule:

Forced Turns with Flying Vehicles.

Vehicles with limited flight may attempt to perform a forced turn. This means the pilot wants the vehicle to turn before it can do so as based on its current speed and maneuverability rating. A forced turn costs 1d6 points of forward movement. To force the turn the player rolls 1d6. If the result is 1 to 5 then the vehicle turns. The cost in forward movement is equal to the roll of the dice. If the dice roll is 6 then the turn succeeds only if the pilot can roll equal to or less than his level on 1d20. If he makes the roll, the vehicle turns at a cost of 6 movement points. If he fails the roll then he has lost control of the vehicle. The vehicles current movement stops there and you must roll on the following table to see that happens

Roll 1d6 when the vehicle becomes active.

1-2	The vehicle crashes. If this is the first roll then determine a random direction. The vehicle moves 1d6 inches in a random direction and crashes (objects may get in the way).
3-5	The vehicle remains out of control. If this is the first roll, then roll a direction dice. The vehicle moves half of its normal maximum movement distance in the direction indicated until control is regained or the vehicle crashes. Once direction is determined, it does not change. Further 1-2 results just mean it continues to move in the direction first rolled. If the vehicle enters a wooded area there is a 1-4 on a d6 chance it will crash into a tree. If it moves over a hill or structure of some type there is a 1-4 on a d6 chance it will not have the height required to clear the structure (crash and burn time).
6	The vehicle moves 2d6 inches in a random direction. If the vehicle does not impact on something (if it impacts it blows up) then the pilot regains control. The vehicle speed is set to zero. Randomly determine the vehicles facing. On a 1-3 on a d6 one gunner has one action remaining (may fire one weapon). Otherwise, the vehicle comes to rest and everyone wipes the sweat off his or her brow.

- When a vehicle is out of control, no weapons can be fired (everyone is holding on for dear life).

- A forced turn may only be attempted if the vehicle has 6 or more movement points available.

Support Platform Movement

Generally speaking platform weapons either don't move or move very slowly. Platform weapons that do not have any sort of wheels must be put on a set of wheels and hauled over to their new locations. A platform weapon that has wheels, or is described as having some form of movement (i.e., anti gravity) may be moved from one location to another without having to be limbered up.

Support Platforms without Wheels

And no anti gravity generators

- There must be a vehicle capable of transport by the weapon to be transported. Tractors and trucks are generally used for transporting weapons.
- It takes one full turn to load a platform mount on a vehicle (or onto the back of a vehicle). The vehicle or the weapon crew can do anything other than get the weapon ready for transport when this is going on.
- It takes one full turn to unload a platform mounted on the back of a vehicle. On the following turn the weapon may be fired as normal.

Support Platforms with Wheels

Or anti gravity generators

If a support platform is described as having anti gravity generators, or if it has an obvious set of wheels, then it should have been given a movement rate in the unit conversion phase. The unit may move or fire; it cannot do both in a single turn. It is considered that all crew present are required to move the weapon.

Movement and Terrain

Each unit is given a movement rate and a movement mode. Depending on what type of terrain is being crossed the unit either has its full movement allowance or crosses at some type of penalty. In the playing pieces you have a certain number of markers that designate a movement penalty.

Move
2:1

These markers may be placed on the table after the scenery has been set up. They represent the cost of travel over the areas. This means that various sets of woods can be given different movement penalties to represent a variety of densities. Certain units are exempt from these penalties; other unit types cannot pass certain terrain types regardless of how much movement they have. The table below shows which units may ignore which terrain type penalties as well as the units that must abide by them.

The dash means the vehicle or model must abide by any movement penalty associated with the terrain feature.

Movement Type	Base Move	Shallow Water Dry Bed	Shallow Water Dirt Bed	Rough Ground	Light Forest &/or Light Slope	Heavy Forest	Steep Slope
Foot	6	-	-	-	-	-	-
Foot (plate armor)	5	-	-	-	-	-	-
Foot (powered armor)	5	Ignore	-	-	-	-	-
Foot (assault armor)	4	Ignore	-	-	-	Impassable	-
Horse	8	-	-	-	-	-	-
Wheeled (4)	10	Impassable	-	-	-	Impassable	-
Half Tracks	10	-	-	-		Impassable	-
Wheeled (2)	12	-	-	-	-	-	-
Tracked	12	-	-	-	-	-	-
Hover	14	-	-	-	Impassable	Impassable	Impassable
Jump	16	-	-	-	-	-	-
Flying	18	-	-	-	-	-	-

Do not read impassable as impossible. A unit can actually cross-terrain listed as impassable. In game terms it would not be done due to the danger of the unit not making it through or the speed with which it would make the passage. For example, an Assault Unit could move through heavy forest, however, the best time they could make would be 1 to 2 inches per round. It is not just a case of barreling through the underbrush; it is trying to keep you feet from getting caught up by all the junk on the ground.

Admittedly, this is a very simplified movement model and has been made this way for one very good reason, to keep it simple and quick to play.

Attacking the enemy

A model can expend one action in a given turn and fire its weapon. The action must be the first or the last expanded by the active model. Even if the unit has 3 actions apiece, an individual model could fire and move twice or move twice and fire. A model with four actions must fire, move, move and fire if it wants to fire its weapons twice.

Each squad or unit, in the order determined by the cards gets its turn to move and fire. A unit or models turn to move and fire might never take place if it is destroyed or broken before its turn comes up (i.e., it's the last thing on the board to move).

To fire a weapon at an enemy model, it must be within the effective range of the firing weapon and the firing model must have a line of sight to the enemy model. Line of sight is described below.

Range

Each weapon in the game has a range figure. This figure is used to determine how far the target can be from the firing figure and still be in the weapons killing zone.

Line of Sight

Line of sight is the term used when you can draw a clear line between two models on the table. It means that if you get your eyeball down to the model's head, you would look across the length of the table and see the other model. With an unobstructed line of sight, there are no to hit penalties. The best rules of thumb for determining line of sight are.

- Get down to the head level of one model and look across the table at the model (unit) you want to shoot at.
- Take a measuring tape and stretch it from model head to model head. If it touches the heads of both models without touching anything found between the models then you have line of sight.

You can still fire at a model if you do not have an unobstructed line of sight. You can fire at a model so long as you can see a part of the model's torso (if all you see is an arm, leg, head or weapon sticking out, then you cannot take the shot). For each item that blocks a part of the target model, there is a one-point penalty applied to the To Hit dice roll.

No image yet. Sorry.

Example

If you have line of sight between two models (from one you can see half the torso of the other) then take a tape measure, put it edgewise and lower it down to the heads of the two models. You see that the tape intersects (and / or touches) two trees, a house (on the very edge) and a hill. Both models are on a hill, so you ignore the hill, which is at the same height as the hills the shooter and target are on. The trees as well as the house interfere with the shot. The shot is given a 3-point penalty (one point per object that blocks line of sight).

You must have a line of sight for all weapons that are not classed as indirect fire, although even indirect fire weapons have a spotter located on the table that can trace a line of sight to the target. The exception to this is suppression fire and smoke, but these are explained later.

Smoke

Normally when you fire you are firing at a specific target, that is, a model that is on the table. When you fire smoke you are aiming at a spot on the ground. The spot may be right under a model, or may be no were near a model. So long as the target spot is within range you can "shot" at it.

Suppression Fire

Suppression fire is an area of effect weapon. You target an area, not a specific model. When you use suppression fire, you have to fire it straight out from the model so it is important to give the model the correct facing in the movement phase.

Terrain Considerations

There are a lot of specific situations that will come into play in regards to what constitutes a penalty to line of sight and what does not. These rules will no doubt miss some of the situations that will arise but should give you a fairly good idea on how to treat these situations to make it fair to both sides.

The first rule of thumb for line of sight penalties is consistency. The game is fair so long as both players are playing under the same set of rules. If a player insists on something being treated a particular way then it works the same for both players. He can't later change his tune and say "oh, you where right, we should do it this way now". If a rule works for one player in a game then it should work for the entire game. If you want to change a rule, change the rule for the next game. That said, here are some examples on how to treat specific situations that will probably arise.

Location of hills

Hills are always tricky. Do they block line of sight or not. There is a simple solution to this dilemma. Place a tape measure on its edge and stretch it from model waist to model waist. If it touches the hill in question, then it affects line of sight.

Differences in Elevation

The chance to hit is modified if one figure is higher than the other. The higher figure always gets a one-point adjustment in his favor. Thus, if the firing figure is higher, he has a plus one bonus to his chance to hit the target. If the target is higher the firing figure has a one-point penalty to hit the firing figure. This is very simple, but being simple, it is easy to remember and apply during the game.

In the Bush

No soldier in the world is stupid enough to stand in front of a set of trees and fire out towards the enemy. Even an army full of morons would be taught to stay behind the tree line and fire out at the enemy. This means that all soldiers are provided with some cover so long as they are on the inside edge of a set of woods. The amount of cover depends on the soldier in question (i.e., it is very hard to hide behind a tree when you have assault armor on).

Hitting the Target

Once you have decided which models will fire at which models, you must see if the firing models actually manage to hit the designated targets. Doing this is very easy. All shots are assumed to hit if the attacking player rolls 8 or better on a d20. This means that with no further modifications you have a 65% chance of hitting the target.

Modifications

Now the bad news: nearly everything on the board modifiers your chance to hit the target. Most of the modifications are penalties to your chance to hit. The line of sight section listed most of the modifiers to your chance to hit. In addition to line of sight you must also take unit level into account. This is explained below.

Unit Level versus Target Level

There is a one point penalty or bonus for each point of difference between the level of the shooting unit and the level of the target unit. When shooting, you are always shooting at a unit, not at a character in the unit (although you might well hit him - more on this under the "hitting a character" section below).

You take the level of the unit that is firing and compare it to the level of the unit that is being fired upon. If the firing unit's level is higher then the difference is a bonus to the units chance to hit. If the firing units level is lower, then the difference is applied as a penalty to the units chance to hit.

An Example

The unit must roll 8 or better on a d20 to hit the target. There are no obstacles between the firing models and the target models. In addition, the level of the firing unit is 13 and the level of the target unit is 8. The firing unit has a five point bonus to its to hit roll dice. This means that they must roll a three or better on a d20 to hit the target.

Same unit is firing but now it is level eight and the target unit level is nine. The firing unit is under a one-point penalty to hit the target unit. It must now roll a 9 or more on the d20 to hit the target.

You may notice that if the firing unit is level eight and the target unit has a higher level, then you have to roll equal to or more than the target units level to score the hit. This means that if a level 8 unit fires at a level 13 unit, it needs to roll 13 or more to score a hit.

Obstructions to Line of Sight

As noted above under line of sight, each obstruction to line of sight produces a one point penalty to the to hit roll. When firing at the target, you must remember the total number of obstructions between the shooter and target and apply that as a penalty to your to hit roll.

Hitting a character that is part of a unit

You will sometimes come across the situation in which a shot will hit a character within a unit. Character's are normally of a higher level than the unit they are leading. To take into account that they are higher levels, you must take the difference in the character's level and subtract the unit's level from it. If the player can roll this figure (or less) on a d20 then the shot actually misses the character.

Aiming

If a model does not move, then he can use his move action to aim his weapon. The character may expend up to two actions aiming. For each action spent aiming at the target he rolls 1d6. The total of the roll(s) is applied as a to hit bonus when he goes to fire his weapon. In addition half the total is applied as a to wound bonus.

A character may spend up to two actions aiming in one round. A character must fire his weapon on the round he aims or the benefit is lost.

Overwatch and aiming

Models on overwatch cannot aim. He is sitting waiting for a target of opportunity.

Defensive Modifier Table

Armor Type:	Hiding Rough Ground	Edge of Woods	Cam. By Edge of Woods	Dug in Edge of Woods	Fortified / Bunker	Hedge	Rock Wall	Dug In Open Area	Entrench
No Armor:	2	4	0	6	8	3	6	4	6
Body Armor:	2	4	0	6	8	2	6	4	6
Power Armor:	0	2	0	4	6	1	3	2	4
Assault Armor:	0	2	2	2	6	0	1	0	4
Vehicles:	0	0	4	0	2	0	1	0	2
Platform Weapons:	0		6	2	8	0	4	0	8

I list the barriers or objects you are likely to find on the battlefield above. Descriptions are given below.

Cover
Troops automatically make use of the cover that is around them. They do not expand actions to gain the benefit of natural cover. Only a total idiot would approach the edge of a wood and not use the trees as cover.

When you play the game you must use the highest single bonus. They are not cumulative (you can only get so hard to hit before nothing can take you out).

Take note that only troops with Body armor or less can hide in the woods. In addition, they are the only units that can dig it without the aid of an engineer unit. Power Armor units may dig in with an engineer unit. Assault, Vehicle and Platform weapons may dig in if they have an engineer unit with heavy equipment.

Rough Ground

Rough Ground assumes that there is something to hide behind. This is low grasslands or fairly rough terrain spotted with small bushes and such. Only your small mobile units can take advantage of this type of terrain.

Edge of Woods (camouflaged)

Troops gain the defensive benefits from being by the edge of woods. If they are hidden or camouflaged they cannot be fired upon until they have been detected (see Detecting Troops, page 17).

There are three entries for edge of woods:

- One for units that can hide.
- One for units that must be camouflaged.
- One for units that can actually dig themselves in.

Vehicles will gain benefit of their camouflage only if they start the game as camouflage. Its tough to loose track of a tank that moves into the bush and stops 20 feet in from the edge, even if it does have a great camouflaged paint scheme.

A vehicle that starts the game as Camouflaged by the edge of the woods will retain the defensive modifiers so long as it does not move. This goes for camouflaged Support Platforms and Assault Armor troops.

Hedges

Waist height hedges provide cover only if you are very close to them. This means that a unit must be moved into a position base contact with the hedge. A hedge blocks line of sight, making it harder to hit. Note that a hedge only blocks line of sight. Bullets travel through it just fine.

Rock Walls

Rock walls can be nearly any height. For the purposes of the game, we assume that all walls are waist high. If a rock wall is higher than you will have to decide how much of a bonus it gives to the model before the game starts.

Entrenched

If a model is entrenched then it means it is in a semi prepared fortification or deep holes in the ground. Not as good as a prepared fortification (Fortified / Bunker) that uses sandbags and concrete bunkers with slits for the defenders to fire through. For troops to entrench they must expand a total of 8 action points (2 to dig in and 6 more to become entrenched). See the section on Special Actions (Page 17) for more information on this (and who can do what).

Dug In

Dug in means the models have actually taken the time needed (and used two actions apiece) to dig themselves little holes in the ground. Digging in takes two actions but helps keep the weaker units alive.

Fortified / Bunker

This is the ultimate in defense. You should only allow fortified / bunker location if the game type is Defender. Fortified / bunkers means that concrete and sandbags have been used to give the defenders as much of an advantage as possible.

To hit Penalties Due to Speed

If a vehicle moves over 10 inches in a single action, then an avoidance bonus marker is placed next to the unit.

Avoid
+1

There is a +1 bonus for each 2 points above ten. Thus if a pilot moves the vehicle at its full speed of 20, units firing at the vehicle would have a five point penalty to their to hit dice rolls.

Anti air units ignore this speed-based penalty when firing at flying vehicles. Their equipment has been designed to track the vehicles it is meant to destroy (anti air units are affected by the penalties associated with skimming).

Firing Weapons from a moving vehicle

Certain weapons cannot be fired unless the vehicle is going slow enough. When firing a vehicle's weapons keep the following points in mind.

- A vehicle can travel no more than half the distance of a teardrop template if it is firing a weapon that uses a teardrop template.
- A vehicle that fires a weapon will suffer a one point to hit penalty for each one point of speed over half speed. If a vehicle has a normal maximum speed of 18 and has the crew fire a weapon while moving at 12, the to hit dice roll has a 3 point penalty since the vehicles normal firing speed is 9.

Crewmembers cannot fire personal weapons when manning vehicle weapons.

Shooting at a Moving Vehicle.

A figure on Overwatch can shoot at a moving vehicle. After the pilot has expended a single action and moved the vehicle, you can check the (flight) path to see if you could shoot the vehicle at any point along its path. The vehicles current speed is used to determine the avoidance bonus given the vehicle. See below for adjustment to the to hit roll due to Skimming and Speed.

Skimming to Hit Adjustments

Flying units may employ a method of movement called skimming. Skimming means that the unit is flying low over the ground / building / trees in an attempt to gain cover from the objects around it. Skimming costs 2 to1 movement factor but does have the benefit of making the model harder to hit, which means there is a tradeoff between speed (which makes it harder to hit) and purposely using the terrain to make it harder to hit. When using skimming the pilot sacrifices 1 inch of movement to gain a one-point bonus to its avoidance figure (thus a flying unit will move 1 inch using 2 inches of movement). A pilot could use one action point to move 18 inches (the unit's full movement factor) and then move the unit 9 inches to gain a 9-point penalty to the enemies to hit rolls.

This penalty will effect anti air weapons. The ability to skim is possessed by low flying aircraft only.

You cannot fire a vehicle's weapons while it is skimming.

Firing a Vehicles weapons

All vehicles have a maximum speed. This is the number listed in the Movement Box on the vehicles data sheet. It is not generally a good idea to burn along trying to fire all of the vehicle weapons at the vehicles maximum speed.

- The vehicle can fire its weapons with full effect only if it is traveling at ½ or less of its maximum speed. For each point above this speed the vehicle suffers a one point to hit penalty.
- Area of effect teardrop weapons may only be fired if the vehicle is traveling slowly enough. Take the length of the template and divide by two. This is the maximum forward speed the vehicle can travel and still fire the weapon.
- You cannot fire a vehicle's weapons while skimming.

Anti Aircraft Weapons and Skimming

In the normal coarse of the game Anti Air weapons can fire at limited flight as well as at full flight vehicles. Anti Air fire does not suffer any type of a to hit penalty for the speed of a flying aircraft. It does suffer to hit penalties for vehicles that are skimming.

Hitting Open Cock pit Flying Vehicles

If a vehicle has an open cockpit (i.e., the pilot and gunner are actually exposed, then ground troops may fire at them specifically.

- A vehicles crew can be hit only if the firing model can see them (i.e., the vehicle itself may provide cover).
- The firing unit suffers all the normal to hit penalties due to skimming or speed.
- When a roll indicates a hit, roll 1d6. On a result of a 1-4 the shot actually hits the vehicle, leaving the intended target unscathed.

Anti Air versus Jump Troops

Anti Gravity Jump troops are not considered air targets. You fire at Anti Gravity jump troops as you would normal foot troops. This means you have to use the weapons that are normally used against normal foot troops.

Powered Jump troops may be targeted by anti air units or by ground units designed to take out powered infantry. If the jump squad moves over 10 inches, then the to hit rolls made against them are adjusted due to the speed of the jumping unit (one point penalty for each 2 points above ten).

Jump troops cannot take advantage of skimming.

Hitting Platform Weapon Crews.

Whenever you take a shot at the crew of a Platform weapon, you have a great chance of hitting the weapon itself. The crew is working the weapon, not standing 20 feet off looking at the grass and wondering what happened to the birds. Most platform weapons are designed to protect the crew. To

take this into account you must roll 1d6 each time you shot at the crew of a Support Platform. On a roll of 1-4 the shot hits the weapon and is useless. On a 5 or 6 the shot hits the crew. The weapon will afford protection from suppression fire.

Overwatch Fire vs. Characters and Leaders in Jump Squads

Jump squads produce another unique problem. When you move a jump squad, you move one model at a time until the unit is moved. An opponent will be able to see that you are moving a character or leader and not a normal run of the mill grunt. For this reason, the opponent must declare his intention to use overwatch and fire at the squad either before a figure has been moved or after all the figures have been moved. Successful hits are randomly allocated between all "seeable" models in the squad. See below for more information on "Randomized shots".

Remember that you can only hit one jump figure per weapon shot, if you are firing at the figures that are in the air. This includes area of effect weapon templates.

Randomizing Shots

By now you should be making your first to hit rolls. If they hit then you must see who or what they have hit. If you are shooting at a single figure or vehicle it is very obvious what they hit. If you are shooting at a squad of ten figures, and you can actually see nine, what you hit is not so obvious.

Whenever you fire into a unit you should randomize the shots. This means that if five soldiers shoot into a unit of ten, you would roll 5 dice to see who is hit. Notice, for speed and ease of play, you count the models that could be hit from the firing models, and randomize shots between the target models. The example below illustrates how this is done.

Example: Randomizing Shots

A unit of 5 models can see 8 of the models from a unit of 10. The five fire and by luck they hit five times. The attacking player assigns a number between 1 and 8 to each of the models that may be hit by his squad (he picks one to be One and counts clockwise around their perimeter). He picks up 5 d10 and rolls, re-rolling any results greater than 8 (since there are only eight potential targets). His rolls are 2, 4, 5, 7 and 7. The model he counted as seven has two shots against him, meaning he has two chances to wound this model. The model he counted as two is the unit's leader so this figure may have a chance of avoiding the hit (more on this below). The models he counted as 4 and 5 have one shot against them each.

Hitting a Units Leader

Often you will come across the situation of randomizing the shots in a unit and having one of the shots hit a leader. The problem arises when the leader is of higher level than the squad meaning that he should in fact be harder to hit. Whenever a squad's leader is hit take the difference in his level and the squad and roll 1d20. If the roll is less than or equal to the difference the shot actually misses the leader. If it exceeds the difference then the leader is hit.

Note that if a unit has a character present then that model is the unit's leader.

Point of View: Leaders

The leaders in a unit are critical; not for how tough they are or how well they can fire a weapon, but for how they can drive a unit on to greater accomplishments. This makes them prime targets. The problem is that in real life, armies try to hide their leaders and generally discourage them from being the man out front (point man is generally considered a very dangerous position since he is the most likely to get shot in a fire fight.) Now, when you play, you can have your leader be point man, but if he rounds and building and becomes the only target the enemy can see, then he will likely be the first to die. Leaders are not necessarily these great heroic individuals that can catch a bullet with their teeth. Nor are they given great gobs of special, easily seen, equipment that allows the enemy to think "hey, if I get that guy then the rest of them won't know what to do!" Leaders are individuals that know what is going on and know how to make the best use of the people that work for them.

***

Close Combat Weapons

Unless they are using a weapon that uses the teardrop template, all models must be in base-to-base contact to make use of weapons that have a range of zero. These weapons are considered Close Combat Weapons.

For all foot troops, One Handed Weapons are also considered Close Combat Weapons so long as they have no Special Characteristics.

When you buy weapons for your unit you will want to include a Close Combat (CC) weapon of some type. A trooper that makes an attack with a weapon that is not a close combat weapon add five points to his to hit rolls and five points to his to wound rolls.

Wounding the Target

Once the target is hit you must now make a check to see if you can wound the target. Each target on the table has one wound. This is due to the fact that not every weapon is designed to take out every target type. The infantries assault rifle is pretty much useless against the tank. By the same token the tanks anti tank round is pretty much useless against a foot soldier.

Each weapon is given a Primary, Secondary and Tertiary target type (this represents a single round fired from a single weapon). This means the weapon may be very good, fair, or poor at taking out the target type it is being used against. When you design your squads, you want them to carry a wide variety of weapons that are good against a wide range of targets (of coarse you can always try out and see how well specialized squads do).

- If a target is listed under a weapon's Primary Target Type box, then you must roll a 6 or better on a d20 to cause a wound on the target.
- If the target is listed under a weapon Secondary Target Type box, then you must roll an 11 or better on a d20 to cause a wound on the target.

- If a target is listed under a weapon's Tertiary Target Type box, then you must roll a 16 or better on a d20 to cause a wound on the target.

If the target type you are firing at is not listed under any of the firing weapons Target Type Boxes then don't even both taking the shot: you can't damage the target with the weapon you are using!

Any target that is wounded is considered a casualty. As you play you can remove foot soldier casualties. Destroyed vehicles should be left on the table since they represent line of sight as well as movement obstructions.

Example:

A Level 8 model has a weapon with the following characteristics. You can see that the weapon has a range of 12 inches and will "wound" Power and Assault Troops on a 6 or better and units with No Armor or Body Armor on an 11 or better. Of coarse, all of your to wound rolls are made after you have managed to hit the target.

Weapon 1 # 1409	Range	Prim	Second	Tertiary
Laser Cannon (1*62)	12	2Pow, 3Ass	0Non, 1Bod	
Special:				

I usually make this an anti air multi shot weapon.

Advanced Rules

Following are some of the more advanced rules you may want to try out once you have had a chance to familiarize yourself with the basic rules above. Some of the advanced rules are actually mixed in and listed amongst the basic rules. As I was writing those rules it seemed that they naturally fit in those places whiles these could easily be separated out.

Facing

A model can only throw or shoot in the direction the model is facing. You may target something that is 45% off the front line as it extends out from the character.

A model may be moved to face any direction when it is the active model. If it is not the active model, then the direction it faces is the direction it shoots.

Ammo

Most weapons have one setting; they are designed to take out a type of target and that is it. Missile launcher may be given two target types.

Certain weapons do allow for more than one type of ammo. You have to pay for each round separately.

Squad Cohesion

A squad must maintain 'cohesion'; that is the members of the squad must be able to maintain contact with each other. This doesn't mean being spread out over 6 hills and 5 valleys. The members must be close enough together to allow the members to instantly respond and aid other members. In game terms the squad members must be within three inches of each other. In addition to this you must be able to draw an uninterrupted line around the outside of the squad. See the graphic below as examples of squad cohesion.

Picture not available yet, sorry

Basically, a squad has cohesion so long as you can draw an uninterrupted line around the members of the squad that form the squad's outer perimeter. In addition, you cannot have an enemy unit inside the line you draw and no model in

the squad may be more than three inches from the next closest model. A squad that does not have squad cohesion is Disordered (see below).

Disordered Squads

A squad that is disordered must move first before being able to fire. Its move must bring it back into a condition where it has squad cohesion before being able to fire.

A squad is disordered if at any time you find that you do not have squad cohesion. This may be from an enemy unit being inside the squad or from a member of the squad being to far from other squad members. If a squad is in melee it will often become disrupted and this is the only time it is allowed. A squad that is disordered and not in melee must move its members so that they are no longer disordered. This is one of the ways in which entrenched squads are brought out into the open. Drive a tank into the middle of them and watch them leave their cover.

If a squad is disordered by something they can fight, then their movement may actually be used to bring the squad's members into base-to-base contact with the enemy unit (so they can fight it).

Disordered Versus Disrupted

Disrupted units require a roll to bring the squad back to a battle ready status. It means that the squad has suffered a Morale loss of some type. A disordered squad must move to obtain squad cohesion to obtain a state of battle ready. See Morale (on page **Error! Bookmark not defined.**) for more on this.

Head Down

A squad may elect to keep its Head Down. Each member of the squad must expand one action to go Head Down. To go Head Down the squad cannot be in hand-to-hand combat and cannot fire at the enemy. When a squad is Head Down all models that fire at it have a five point to hit penalty applied to the to hit dice roll. The whole squad must go Head Down.

A squad that is Head Down cannot fire its weapons but can move, but its movement rate is half normal. Thus, a squad caught in the open could go head down and crawl out of harms way.

The penalty applied to being head down is cumulative to other penalties. It is very hard to hit a squad that is dug in and Head Down. Remember that a squad that is Head Down cannot fire its weapons.

Hull Down

Vehicles can obtain a position known as Hull Down. This happens when a vehicle is coming up over a hill and reaches a point where its turret is given a good view of what is below, while the rest of the vehicle is actually below the crest of the hill. If a vehicle is hull down then there is a five-point penalty to any shots against it.

Spotters

In the normal coarse of the game you require a spotter to make use of all indirect fire action, off board artillery fire and off board air strikes. Characters can spot for units (but not Corporals), as well as Engineers and a special figure called a spotter. No other models can act as spotters.

You can purchase up to two spotter units at the beginning of the game. If you use spotter units then you must realize that they are fast mobile troops that like to hide and watch. This means that they cannot be given armor and the largest weapon is one handed. In addition, they will dig themselves in and start the game as hidden, but they will not entrench unless it is preset in the scenario.

- You may purchase a maximum of two spotter models for a given scenario. With the purchase of a spotter you receive one dummy spotter markers that may be placed on the table (two real spotters will give you two dummy markers). Although your opponent will eventually figure out which of the markers represent the real spotters, it will give you a turn or two before he sends one of his troops in to flush him / her out.
- Spotters always start the game on the table. They may be set up on the owning players half of the table, no closer than a foot from any other game marker (including objective markers).
- If both sides have spotter markers to place, then both players roll a dice. High roll places the first marker- then it alternates back and forth between the two players.
- If spotters move onto game objective markers, they do not count as taking over the location. The only thing that can claim a game objective marker is a foot soldier other than a spotter, medic, engineer or character without an attached squad.
- It takes two actions for them to calculate out and transmit the coordinates for a strike. This means that the spotter cannot dig in on a round where he is doing his job. Nor can he spot for a unit and move on the same round.

Dummy Markers and Spotters

You use the Hid/Cam markers for all troops that are hidden. These include spotter and dummy markers. Note on the unit sheet what marker is used for the model and which is the dummy marker.

A character that is acting as a spotter may use his bonus move action when spotting.

A spotter model may move anywhere on the table. While on the move, the spotter be used to direct shots.

A spotter cannot call in air or indirect fire attacks against table markers. The spotter must have a line of sight to a model that is on the table.

Hidden Troops

Troops that are wearing body armor or less may hide if they are within rough terrain, trees or buildings (including rubble). A model must expend one action point to go into hiding. A unit may remain hidden and move at half its normal speed. A unit looses its hidden status if it uses its weapons, if it moves into the open, if it moves are more than half of its normal speed, or if an enemy unit gets too close (sees detecting hidden troops). While a unit is hidden, it cannot be the target of any form of attack.

Hidden and Dug in

You can hide once you have dug in (a deadly combination). Note that you can hide first and then dig in.

Benefits of being hidden

A unit that is hidden must be detected before it can be the target of attacks.

Detecting Hidden Troops

Hidden troops must be detected before they can be targeted or fired at. A unit's detection range is equal to its level. Any hidden unit within a unit's detection range may be detected if the enemy unit can roll equal to or less than its own level on 1d20. This roll is made each time the detecting unit expands an action. Looking for the other unit is automatic and does not use up a unit's action points. Once a unit is detected all units may fire it at (its location is radioed to everyone).

A unit that is detected can only be fired upon in the detecting models next action.

You detect spotters the same way as any other troop.

A unit will loose its hidden marker if it moves or if it attacks.

Dummy markers are removed from play once they have been detected. Real units that are detected are placed on the table.

Opinion: Detecting Hidden Units

Units that start the game as hidden are prime targets for everything that the opponent can send at them. You will see time and time again players sending a unit of troops directly at a spotting model that they have no business getting near.

Such is the way things are and the reason for the dummy markers. At least with a group of dummy markers the opponent must expose much more of his force if he hopes to flush out your spotters.

Special Actions

Various Troops can perform special actions during the game. These include:

- Digging In
- Entrenching

Digging In

Infantry units that expand two action points may dig in. When they do this they are digging a small little hole in the ground. What they are trying to do is get their body below ground level since they are much less likely to have pieces of it shot off when it is.

- An infantry unit with no armor, or with just body armor may dig in with or without an engineer being present.
- An infantry unit with power armor must have an engineer present to dig in.
- An infantry unit with Assault armor must have an engineer present that has heavy equipment before being dug in.

It costs two actions per model being dug in. The actions come from the models that are being dug in. The Defensive Modifier Table on Page 12 lists the to hit penalties associated with being dug in.

The penalties listed on the table only apply to the to hit rolls made against the dug in unit. It does not affect the wound rolls (one penalty is enough).

Entrenching Units

The next step after being dug in is to Entrench units. Any unit may be entrenched. However, it requires a full engineering unit to entrench anything over a foot soldier wearing Body Armor. A unit of soldiers who are wearing no armor or just body armor may entrench themselves at a cost of 6 action points. This is in addition to the 2 action points that have to be spent digging in (thus a unit has to be dug in before it can become entrenched).

If a unit with Power Armor wishes to dig in or entrench, it must have an engineer present. If an engineer is present it costs each member 4 points to dig in and an additional 8 action points to entrench (unlikely during a normal game). Like other troops that can entrench the unit with Power Armor on must first Dig In before being able to Entrench.

In the case of Assault armor troops, Vehicles and Platform weapons, the engineer would require his own heavy equipment (i.e., some form of tractor / bulldozer). In game terms it takes a long time to entrench such units and should not be considered possible during the normal coarse of a game (it takes 8 + 16 action points per model). You may want to experiment with preset scenarios in which an attacking unit is after an entrenched unit. If you do such a game then each unit that starts the game entrenched is worth double its normal point value.

Morale

A unit may be in one of four states:

	Unit status	Character Status
•	Battle Ready	Battle Ready
•	Disordered	Disrupted
•	Disrupted	Broken
•	Broken	

Disordered Units are dealt with under Squad Cohesion above (page 16). Battle Ready, Disrupted and broken unit states are explained below.

Checking a Squad's Morale

A unit must make a Morale roll at the end of any turn in which the unit has taken damage (read as one or more figures suffer wounds). Roll 1d6 and add one for each casualty taken by the unit since the beginning of the game.

If the total exceeds the unit's level, or if the figure rolled is three times the number of models that remain in the squad, the unit has failed its Morale test.

Leaders and Morale

A unit's Morale is equal to its level. A character's leadership is equal to his/her/its level.

If a character is with a unit, the unit still uses its own level figure to when making Morale checks. The character may make a leadership check against his own level. If successful, then he provides the leadership needed to prevent the break. Only one outside attempt to rally a squad is allowed per turn.

Optional Rule:
When a character makes a leadership check, it costs him one action.

A unit can have one of four psychological states. The unit or character is either battle ready, disordered, disrupted, or broken. A unit that is battle ready acts without any restrictions.

Disordered Units

See page 16 for information on how units become disordered.

Disrupted Units

The first time a unit breaks it becomes disrupted. A disrupted unit will only continue to fight if it is currently in Hand-to-Hand combat. If not in Hand-to-Hand combat, a disrupted unit will neither advance nor retreat. If it is attacked from a distance it will stand and take the hit (it *will not* fire back!). When the player decides to activate the unit, its first action must be a rally attempt. A rally attempt costs the unit one action point. If a unit fails its rally attempt it becomes broken. Its next action must be spent running away.

A disrupted unit in hand-to-hand combat receives one attack per combat round (rather than the normal one attack per action). In addition, all squad members are at a five point to hit and damage roll penalty. The squad can continue to fight without taking an additional break test unless it suffers casualties during the combat round. The owning player may have the squad take a break test if he so wishes. If the squad takes one or more casualties during the fighting, then its next action *must* be to take a break test. If it fails the break test, then it will spend its next turn actions running away. If it passes the break test, it has rallied and continues on next turn without penalty.

Breaking off from hand to hand combat is hard at best. To represent this, a squad that breaks off from combat is subject to a full free round of attacks from the squad it was fighting. In addition, the attacking squad gets a five point to hit bonus in all its attack and wound rolls. The squad is still able to cause wounds on targets it can wound without the bonus.

Broken Units

A unit may move beyond being disrupted and become broken. Broken units want nothing but to get away and will try to run away from the unit that broke them. A broken unit will run until it can hide. It must be rallied from outside force: meaning that a character must join the unit and make the rally attempt. A character that is in the unit cannot leave the unit or attempt to rally it, until the unit has found a place to hide. A place to hide is any place that cannot be seen by any enemy unit.

Optional Rule: No Quarter!

This rule means that both sides hate each other. Neither side has any intention of giving up. When this rule is invoked units may become disordered and disrupted but cannot actually break. Any break result is ignored (i.e., the unit continues on as disrupted). The models will fight to the death, giving no quarter and asking for none.

Reforming Units

Similar vehicles may be joined together to from a unit or may be separated to form multiple units. It costs a unit one action to combine or split up.

Similar types of Foot Troops may be combined to form a single unit, so long as the size of the new unit is 10 or less models (11 models if it is being led by a character).

Characters may join or split from units. It costs the character one action to join a unit or to separate from a unit.

Special Attacks and Weapons

Certain Weapon systems and attack forms required additional explanation on their use. They are:

- Off board Artillery And Air Support
- Flak
- Grenades
- Melee Combat

Off Board Artillery and Air Support

The game makes use of Off Board Artillery and Air Support. Only leaders (other than corporals) engineers and spotters may call in these types of strikes (see spotters below). To call in one of these strikes both players must agree on a point of reference (one of the table corners). The player calling in the strike then records the location of the strike based on the point of reference, the table's width and the

table's length. The recipient of the strike should not watch to find out where the strike is going to land.

Both artillery and air strikes arrive next game turn. Each individual strike that is used is given a card and fires when the card shows that it is its turn. Thus, you can fire directly at a squad and hope that you fire before it moves. Or, you can try to guess where the target of the strike is going to move to and aim there.

Types of Fire

You are only allowed one Off-Board unit in a game but like the missile launcher you can buy multiple rounds for it. You have to purchase each type of ammunition separately. Having done so, you are allowed to fire one type of ammunition in a given turn

There are three main types of fire.

- Interdiction fire. This type of barrage is designed to cover an area with such a concentration of shells, that nothing will leave it untouched.
- Explosive area of effect. This round is generally an anti personal round.
- Smoke. This round provides cover for the troops.

Flak

Flak is a special defensive weapon. It does not cost you an action to fire the weapon, but it must be done when the weapon is active.

Flak is a single use defensive weapon. It can only be bought once for a given vehicle (flyers only but not jump troops) and it only protects the vehicle that fired it, not the unit the vehicle is within.

When you purchase flak you purchase it as either a Primary Weapon, Secondary Weapon or Tertiary weapon. It protects the vehicle against any missiles shot at the vehicle. If purchased as a primary weapon, then it will distract the missile (draw it off coarse) if the player can roll 6 or more on d20. If purchased as a Secondary weapon then the player must roll 11 or more on d20 and if it is a Tertiary weapon system, then the player must roll 16 or more on d20. The flak roll is made for each individual missile shot at the aircraft during the turn.

The flak roll is only made after the normal to hit roll is made by the attacking player (don't bother making a flak roll versus missiles that would have missed anyway).

If a missile hits the vehicle, then make a normal to wound roll, the flak only makes it harder to hit the vehicle, not harder to damage it.

Grenades

Grenades are not all that accurate as a weapon. Nor are they a point weapon; they land and they blow up (not a hard concept really). They may blow up covering the area with shrapnel, poisons or even smoke, but the bottom line is that they blow up.

Only troopers with no armor, body or power armor may throw grenades. Assault armor suits are too restrictive to

allow for the use of grenades, although Assault armor may be outfitted with Auto Grenade Launchers.

Throwing a grenade from cover.

You stand to the side of a door, or behind a wall. You know the enemy is either in the room, or close by the other side of the wall. You pull the pin and chuck the grenade. The following shows where a grenade will actually land.

When you are throwing a grenade from cover, it means that you are standing behind a wall or beside a door or window. You are lobbing the grenade around a corner, using the cover that is there to keep yourself alive.

- You determine a throw line. Pick the point of impact; anywhere within 6 inches of a normal foot soldier and 10 inches of soldiers in Power armor. The grenade will deviate by 1d3 inches. Roll a deviation dice plus a 1d3 (Roll 1d6: 1-2 = 1, 3-4 = 2, and 5-6 = 3). Draw a line between the point of impact and the throwing model. This is the throw line. If there is nothing between the thrower and point of impact then the grenade lands and detonates. If there is something in the way the grenade will come 1d2 inches back towards the thrower, land and detonate.
- When throwing through a door, measure as if the character where standing just outside the door and throwing the grenade through it.

Throwing a grenade from the open.

Pick the point of impact, the maximum distance you can throw a grenade varies with what the grenade is designed to take out (see Part 2, Converting Your Weapons). Roll a to hit dice. The basic chance of success is 2+ on a d20. The chance goes up by one for each inch between the thrower and the target. If the shot misses (you fail to make the roll) then the shot deviates. A shot that deviates will roll 1d6 inches from its target location (roll 1d6 and deviation dice).

Notes on Grenades

Get it out of your head that you are tying to hit a point specific target when you throw a grenade. If you expect to hit the thing you are aiming for, you have to look at the target. This is especially true with a hand thrown object. Now that we have established this, imagine jumping around the corner and letting go with a grenade, and then realizing that your target (who has the same lightning fast reflexes as you) has his gun pointing at you and his finger on the trigger…

The point I am trying to make is that the time taken to throw a grenade is a lot longer than the time it takes to pull the trigger of a weapon. This is why grenades are area of effect. This is why you stand *behind* the wall and lob the grenade to the other side, or why you stand beside the door and lob the grenade into the room. You do not care where the grenade lands, as long as it is far enough from you not to hurt.

Smoke Grenades

Smoke is one of those obvious special characteristics. Want to avoid a hail of bullets. Can't shoot what you can't see. Smoke is listed as a primary, secondary and Tertiary target type. This shows the chance of the smoke sticking around from turn to turn. You do not roll on the first turn. On the second and subsequent turns you roll 1d20. If the smoke was listed under the Primary target type, then it remains in

play on a roll of 6 or more. If it was listed under the secondary target type, it remains in play on a roll of 11 or more and if it was listed as a tertiary target type, it remains in play on a roll of 16 or more.

If multiple smoke templates are used (i.e., an auto smoke launcher that discharges three smoke grenades), then each template is rolled for separately.

Shields

Shields can be carried by Assault armor (and not much else). They make it harder to hit such models, although it should be pointed out that they have no affect on area of affect weapons. Shields are only an option for troops with Assault Armor on. They do not inflict damage but are purely defensive. These are not normal shields. These shields generate energy fields that are capable of stopping weapons and shots that would cut through steel and iron like a sharp knife cuts through the air.

A shield is listed as a primary, secondary or tertiary weapon type. When a shot is taken at the model's front or shield side, the model rolls 1d20. If the model's shield is listed under the primary target type slot, then on a roll of 6 or more, the shield blocks the shot. If a shield is listed in the secondary Target Type slot, then the shot is deflected on a roll of 11 or more. If in the Tertiary weapon slot, it is deflected on a roll of 16 or more. A shield protects the wielder from all close combat attacks and point shots that come from the wielders front or shielded side. It offers no protection from area of effect weapons.

Platform Weapons

It takes two models to man a platform weapon. Both models stay by the platform weapon. This enables the weapon to fire once per turn. If one of the crew dies, then the weapon will fire only once per every two turns. If a weapon is destroyed then the crews must make an immediate break test. It is assumed that they have taken one casualty and will break on a roll of 5 or 6 (three times the number of remaining models). Crews that survive and do not break may move to and man other guns.

Melee Attacks

When you are in hand-to-hand combat, you get one attack per action. The sides attack as based on the cards they are dealt at the beginning of the game turn. Each action is used when in hand-to-hand combat. If you attack and kill your target, then you can use remaining actions to move to the next target in the squad you are fighting.

If you run up to a unit and have one action left, then you can attack once. This means that if you have two actions and use them both to move into base-to-base contact with an enemy that still has to move, the enemy in base to base contact will be able to uses its actions to attack.

Special Attacks

Certain weapons have special attacks, or attack forms that should be explained. These are

- Anti Air Versus High Flying Aircraft
- Overrun Attacks

Anti Air versus High Flying Aircraft

Highflying aircraft deliver air support in the guise of bombing runs. Anti Air units that are on overwatch get to fire at incoming air units before the units get their own air strikes off (generally this has always been the idea behind anti-air… to knock out the bomber before it drops its bombs).

Dropping Bombs

All bombs dropped by high altitude aircraft deviate. Roll a d6. On a 1-2 they deviate 1d6 inches, 3-5 they deviate 2d6 inches and on a roll of a 6 they deviate 3d6 inches. Roll the direction dice to see where they go.

Overrun attacks

Ground based tanks (including hover tanks) may perform an overrun attack on infantry, including assault infantry. The attack assumes that the vehicle runs through the squad. The chance of the squad actually taking damage is small to nil (unless the tank manages to shoot one or two of the guys along the way). The effect is to disorder and disrupt the squad and try to make it run away. Thus when this form of attack is executed, the squad must make an immediate Morale check. Failure means the squad immediately breaks and run. Even if the squad makes it Morale check it will still become disordered and must spend at least one action trying to obtain a state of battle ready.

A disrupted unit that is overrun takes the break test at a penalty of adding an additional +6 to the break test dice roll. Otherwise treat the test as the same with failure resulting in the unit being broken.

Special Movement Options

Included under special movement options are the following items.

- Teleport

Teleport

Teleport is very powerful. No actions remain to a unit after it has teleported. In addition, the units cannot teleport again for at least one turn. Teleporting uses all of the unit's actions so it cannot fire its weapons or perform a normal move before teleporting. Both players should agree to the use of teleport before the game begins. Only one unit in a given army should be given the ability to teleport.

Chaos Cards

Chaos cards are the name I have given to a set of cards that add a certain amount of randomness to the battle. The cards are dealt out at the beginning of the game, before setup but after the type of game has been decided. Both players get one card, for each 1000 points of troops they have on the table, to a maximum of 10 cards per player. Each player can play up to two cards during is own turn and one card during each opponents turn.

The cards are to take into account all the stupid things that happen in a battle. An order is given at the wrong time, the troop told not to fire when it should. A vehicle or weapon suffers a breakdown. A trooper trips and shoots a fellow soldier. A hidden troop gives itself away. Whatever the reason, mistakes take place. The cards also include acts of valor and "good luck". The bad cards you play on the opponent, the good cards are played on your own troops.

As cards are played they are put in the discard pile.

The cards hold the following items (if you can think of any, add them).

1. Field Promotion. One of your Corporals gets a field promotion. He goes to level 11 and is promoted to Sergeant. If he leaves the current unit he is with he will make one of the grunts into a Corporal just before rushing off to fame and fortune.
2. One of the enemy's hidden troops gives its position away. The player this card is used against must remove the hidden / Camouflage marker from one of his / her units and place the associated models on the table. All dummy markers remain in place.
3. An area is bobby trapped. Set out a three-inch template. Troops with 0Non or 1Bod armor are killed on an 11+. Troops in 2Pow are killed on a 16+. No other troops are affected.
4. A piece of heavy equipment breaks down. This card may be played on any unit that has a rating between 4Lit and 7Pla. The unit suffers a breakdown and cannot be used until the crew fixes it. One action is required per repair attempt to a maximum of 2 attempts per unit activation. Repair is successful if a crewmember rolls 1 on a d6. If an engineer attempts to repair the unit then he is successful on a 1-5 on a d6.
5. A foot soldier has an accident. Take a squad and randomly determine the shooter and target. The shooter must be a regular trooper (not a leader or heavy weapon), the target can be any trooper in the unit.
6. A unit fails to fire at the target. All models in the unit fail to make use of their fire action when this card is played.
7. A Character survives. Although it looked as if he was a goner, somehow he manages to twitch a lip at the right moment and bullet misses his vital organs. With a grimace and a grunt he orders the troops onward.
8. The shot should have been a hit. Play this card to retake a to hit roll that missed.
9. The shot should have missed. Force your opponent to re-roll a successful hit.
10. Remove a unit or vehicle from the battlefield. This unit comes onto the table (on the owning player's side) at the beginning of any turn were he can roll 5 or less on a d6.

11. The enemy overlooks the unit. For some reason the unit will not be fired at until it has either moved or has itself fired at a target. The enemy is either being stupid and / or there is a horse up the ass of the unit's leader.
12. A heavy weapon breaks down and blows up. Roll 1d6 for the size of template (1-3=1", 4-5=2" 6=3"). The explosion tertiary target type of All.
13. The unit's commander earns his pay for the week by motivating the entire unit. Each model gets one extra action when this card is played. The restriction to fire and movement still apply.
14. The unit moves and fires out of turn. You can activate the unit at any time once you play this card. Once the unit has moved and its actions expanded, normal game sequence continues.
15. A figure with a heavy weapon fires his weapon twice with the expenditure of a single action. The fire may be directed at a single or at different targets that must be picked before the to hit rolls are made.
16. A normal non-leader and non-heavy weapon fires his weapon twice with the expenditure of a single action. The fire may be directed at a single or at different targets that must be picked before the to hit rolls are made.
17. A unit becomes disrupted (with or without a shot being fired at it). Place a disrupted marker on a unit. This card cannot be used to rally a broken unit.
18. A shaken unit breaks.
19. A broken unit rallies. Remove all Morale markers; the unit goes direction from broken to battle ready.
20. Double Time. This card can only be played on Foot Troops, not vehicles, support platforms or flyers. The unit gets two extra movement actions when this card is played. Fire and movement rules still apply.
21. The unit may perform two fire actions in a row. The unit must give up a movement action to perform the second fire action. Other fire and movement rules still apply.
22. Who the hell is shooting at us! The unit suffers an artillery interdiction barrage. No idea of whom is shooting at them. The barrage template has a 3-inch radius and carries a tertiary target type of All.
23. The unit discovers that one of its members is in the dead center of an old minefield (or if you prefer, a relatively new minefield). Place a 3-inch template. Each time a model expands a movement action while in the area, it must roll 1d6. On a 5 or 6 the model hits a mine. The minefield will take out 0Non and 1Bod troops on a 6+, 2Pow on an 11+ and 3Ass on a 16+. The minefield will not affect vehicles and does not go away (the template stays where it is).
24. A tracked vehicle blows a track (A hover tank blows an anti gravity generator). The vehicle stops and cannot move further. The crew will remain in the vehicle and fire at any targets of opportunity.
25. Hero in the making. A model decides that he has had enough. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives an extra fire action when the card is played. Must be played on Foot Troops.
26. Hero in the making. A model decides that enough it enough. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives an extra fire action and movement action when this card is played. Must be played on Foot Troops.
27. Hero in the making. A character decides that he has had it up to here. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives an extra fire action

and two extra movement actions when this card is played. Must be played on Foot Troops.

28. Hero in the making. A character decides that he's not going to take it anymore. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives two extra fire actions and two extra movement actions when this card is played. Must be played on Foot Troops. The model can move into base-to-base contact with another model and will use the biggest unattached weapon he can get his hands onto. Can even make use of weapons that make use of area of effect templates. With a sheepish grin, the model must return the weapon to its rightful model on its next activation.

29. Coward. This card may be used in one of two ways. It may be used to cancel out a Hero in the Making card. If used in this way, play this card immediately after the Hero in the Making card is played but before he has tried to perform his heroic act. If not used in this way you may play it on any active model other than a character. The model it is played on will turn tail and use all of his actions to move away from the battle (the model it is played on is broken- the rest of the squad remains untouched). The model remains on table until someone from its own side shoots it, or it exits the table.

30. You get reinforcements equal to 5% of your total force. The reinforcements must come from previously destroyed units and troops. The reinforcements enter the board on the controlling player's side (by the table's edge) when this card is played. Placement costs the units one action point and counts as a movement action.

31. Flank Attack. You may hold one unit in reserve. The unit cannot comprise more than 5% of your total force point value. It enters the game on either side of the table (on the table's edge) when this card is played. Placement costs the units one action point and counts as a movement action.

32. Field promotion: a leader excels. A Sergeant receives a field promotion. The Sergeant is raised to level 14 and gains an immediate rank of Captain. As they say "Lets kick some butt sir!!"

33. The troops are that good. On the turn that this card is played the unit or vehicle's crew that this card is played on has a 5-point to hit bonus when firing their weapons. This bonus applies only to the to-hit dice rolls, not to the wound rolls.

34. False orders. Play this card and you get to move the opponents unit. The unit will not fire but will use all of its actions to move. Whoever plays this card actually gets to move the unit.

35. Play this on a weapon with a circular area of effect template. The radius of the area of effect increases by one inch. I.e., a one-inch template increases to a two-inch template.

36. Ammo Exhausted. This is played on a weapon that checks on a 1d6 to see if it runs out of ammo. The weapon runs out of ammo. Some *&^###@@! Idiot forgot the extra ammo crates. Wonder Why?

37. Ammo not exhausted. A buddy pulls out an extra clip (or 10) because he knows that once the ammo is gone, he'll be carrying the dam weapon off the battlefield. Must be used on weapons that roll 1d6 to see if they exhaust their ammo.

38. The unit mutinies. This card must be played on a unit of foot troops that is being led by a lieutenant. The unit can do nothing on the turn this card is played. One of the unit's men tries to shoot the lieutenant in the back. If successful, the model will take control of the unit and

lead the men from the battlefield (treat the unit as broken). If he fails, he is automatically shot and killed by the lieutenant and the unit returns to normal on the following round.

39. Can't fool me. Remove up to two dummy markers from the table. If the target player of this card has less than two dummy markers on the table he removes what he has.

40. The unit spooks. Remove the overwatch counter on a unit this card is played on.

41. All shots taken by this unit have a 5-point to hit penalty. This card should be played when the unit's controller declares his intent to fire (i.e., picks out the targets and gets ready to roll). The effect lasts for one fire action only.

42. The unit suffers a five point penalty to its to wound rolls on the action this card is played. All to wound rolls are effected for the current action only.

43. This unit does nothing this turn. The unit this card is played on does not expend its actions on the turn this card is played. As soon as the unit is activated, its card goes to the discard pile. Although the unit may be shot at normally (and will defend itself in hand to hand combat) it cannot be the target of overwatch fire.

44. A grenade blows. A horrible accident. A grenade goes off. Pick a unit (with grenades) and randomly determine a model. This is ground zero for the explosion. Only one grenade goes off (it does not trigger any type of chain reaction or effect).

45. The shot hits. Play this card to make a missed shot a hit. The shot must have had at least a 1 in 20 chance to hit before this card can be used.

46. The shot misses. Play this card to negate a successful hit. A successful to hit roll misses when this card is played.

47. The Vehicles weapon fails. Pick a vehicle and one of its weapons. This weapon will not function for the remainder of the game.

48. A defensive Weapon Fires. A vehicles defensive weapon fires (for no apparent reason other than a short circuit). Pick a vehicle. That vehicles defensive weapon now fires.

49. Cannot slow down. The vehicle goes in a straight line at full speed for the turn. This card can be played on any vehicle including low flyers (but excluding high flyers).

50. A vehicle's movement rate is halved for the game. Play this on a vehicle and the vehicle cannot go faster than half its normal speed for the remainder of the game. This can be played on any vehicle including walkers and low flying vehicles but not on high flying vehicles.

51. Failed Payload. A high flyer does not drop its bombs. It wipes onto the board as normal, over its target and then leaves without dropping so much as a leaflet. It may still be shot down and will not come back to do the job right.

52. Someone blows it big time. Place a dice at the table's center. Roll a direction dice and 2d20. The shot travels out a distance as rolled on the dice in the direction indicated by the direction dice. Use a three-inch radius template. The attack has a secondary target type of all.

53. Pick one of your troopers. It can be any none character. That trooper may 'pick' his target when he makes the shot. This means that the character can pick a character or a unit's leader as a target. He must have line of sight to the intended target. This card is only good for one single shot. If missed, the target gets better at blending in with the crowd.

54. A vehicle goes out of control. Roll a direction dice. The vehicle turns and moves at half its maximum speed in the direction indicated.

Equipment / Things (to be added)

Medical kits:

A piece of equipment used to heal wounded solders. The more primitive the kit the less chance it has of actually working. The most primitive kit listed here should be developed in about 20 to 100 years. All kits listed heal one wound per use. Primitive medical kits are used to stabilize the patient (keep them alive to fight another day).

Detection Equipment

Increases the range to which one unit detects another unit.

Camouflage Suit

Makes it harder to be found and seen.

Chameleon Suit

A future version of the Camouflage suit. Makes the wearer blend in with his surroundings. The suits blending power may range from 1 to 10 points, making it harder to spot and target the suit's wearer.

Targeters

Targeters do part of the job in figuring out where the target is (or will be). They increase a model's to hit score.

Special sights

Special Sights (or goggles) allow the recipient to see, regardless of conditions. Many goggles are designed to allow the recipient to see under specific circumstances (i.e., at night, or through older smoke screens).

ECM

Electronic Counter Measures make it harder to hit the target. Generally used against missiles.

ECCM

Electronic Counter Counter Measures make it easier to hit the target. Cancels ECM

Prone To Breakdown

Race produces Junk. Given as a ? in 20 chance of breakdown each time the weapon is used. Normally, only support or vehicle weapons are prone to breakdown although it is possible to assign this characteristic to smaller area of effect heavy weapons. The maximum chance that a weapon should be given for breakdown is 5 in 20 (25%). If you do give a greater chance of breakdown you may project the table below as required.

Chance	Adjustment to Point Value
1 in 20	*0.95
2 in 20	*0.90
3 in 20	*0.85
4 in 20	*0.80
5 in 20	* 0.75

Ammo

Optional Rule: When using suppression fire, the model must roll each round to see if he runs out of ammunition. If you are using this rule then you must make sure that each side is aware of the fact that they require support units who have the job of supplying units with ammunition.

Hull Down

Tanks and other turreted vehicles should have a bonus for being hull down.

Taking Control of Equipment

Taking over equipment (rather than destroying it). There should be two methods for controlling your opponents equipment. You can take it over by remote control or send an unit into the field that will splice into a targets control systems to gain control of the vehicle or power or assault armor suit.

Reclaiming weapons and equipment

Crew killing weapons and Reclaiming Wrecked equipment. The game scale may be to short to support the reclaiming of vehicles and equipment on the fly.

Follow up move

In melee the unit may make a move once its current opponent is dead.

Multiple Opponents

The effects of multiple opponents in melee.

Mouse holing

This is the name given when you want to get into a building but do not want to expose yourself to the doors or window areas (which act as natural killing zones. When you "mouse hole" you blow a hole in the wall to give you access to the building.

This is all I got rule.

This rule will try to incorporate just how resourceful soldiers on the field are. They will use the weapons and items they have at hand to take out enemy units. It means the unit with the handguns may be using bridge demolition charges to take out enemy tanks. Or wheeling that anti-aircraft gun around and using it against a squad of infantry. You can have mixed results using this rule. Sometimes the things that are tried are very effective, sometimes they are totally useless.

Booby Traps

A defending player should be able to buy booby traps (i.e., set a charge that will blow up a house and all within).

General Barrage

When playing a defender style game, the attacker should be able to purchase a general barrage to soften up the defender.

Commando Units

Units that may start the game anywhere on the table. Lightly armored infiltration units.

Campaign Games

At the end of a scenario, roll for promotion. Each character has a chance of increasing in level. Roll 1d20 and beat the level they are going to. This gives you extra character's to

use should bit the big one during the game. If a Corporal gains a level then a character in the squad is automatically promoted to Corporal to take the character's place.

Designer Notes

Legend Weaver, the Future of Combat, uses an abstract way of applying the rock / scissors / paper system of game design. Most weapon systems in the world are designed to be effective against a specific type of target. A machine gun is used to kill infantry; not take out tanks. Anti Tank guns are as their name implies - tank killers. It is easy to envision what is going on in the following way; a small bullet is used against a small target and a big bullet is used against a big target.

In game terms, it's easy for someone to stand up and hit a tank using a machine gun. It is a quick easy action that is totally useless and likely to get the soldier killed. But in the example you can see two things, first, a small light weapon is easy to aim and fire (especially if you are shooting at a huge target), but because the target is huge, the chance of you actually damaging it is infinitesimal . My first try at duplicating this gave each unit an avoidance rating and an armor rating. Thus, you could only hit the small target with a weapon designed to hit them, a large anti tank weapon could kill any small target that it hit, it just had one hell of a hard time hitting it.

The system worked but it required to many calculations for my liking. When trying it out I realized that you could do it with a similar system, even if the system was more abstract. You could assign a single unit type value to each figure and a weapon type value to each weapon. The difference between the weapons figure and the targets figure was the chance (on a d20) of the weapon being able to damage the target. An ideal match guaranteed kill but then you still had to hit the target. To give each weapon a single target type seemed to specific so that the idea of a target type 'range' (i.e., 20-30) with is corresponding penalty to kill was born. This seems to work well and now (IMHO) requires massive play testing to bring the proper balance to the system.

The other half of my experimental system you calculated the hit based on the units level, weapon and equipment bonuses and penalties and the targets avoidance figure. The calculations did nothing to add to the games fun so I knew there had to be a better way. I thought to myself that modern weapons are very effective and on the whole, each soldier is going to receive the same level of training. If level is an indication of how good your training / experience is versus the enemy, then the basic modifier to the ability to hit is the difference in level between the attackers level and the target level. I assume that as a soldier is taught how to hit his target, he is also learning more about not being hit. All that was really needed was to decide how effective modern weapons are. My own belief is that they are very effective (much more than is normally reflected in tabletop games). But rather than total overkill in the system I gave a base chance of 50%. It just seemed to me that this number would work. For the kill ratio and the speed of game, I still think it works, but let me know what you think.

So what we have is a system that allows you a reasonable chance to hit, but if you have the wrong type of weapon, it just doesn't matter. It means that you will have to build your army around the fact that it must deal with every target size, from the Kevlar covered foot trooper, to the armor encrusted assault trooper to the main battle tank. Leave a gap in your coverage and It might well come back to haunt you.