

Combat Action Play Screen v2.0



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Phases of the Active Unit

| Phase | Description |
|-------------------------|--------------------------------------|
| Discipline Phase | Discipline tests are resolved |
| Action Resolution Phase | Troops spend and resolve actions |
| End Phase | End of Phase effects take place here |

Number of Actions per Activity

| Action | Action Points |
|-------------------------------|---------------|
| Walk | 1 |
| Charge | 2 |
| Hide behind cover | 1 |
| Go "Flat down" | 1 |
| Getting up from "Flat down" | 1 |
| Pilot a vehicle | 2 |
| Control a robot | 2 |
| Standard fire | 1 |
| Aim and fire a sniping weapon | 2 |
| Fire a weapon in automatic | 2 |
| Fire a heavy weapon | 2 |
| Aim with a targeting device | 1 |
| Attack in close combat | 2 |
| Prime a grenade | 1 |
| Throw a grenade | 1 |
| Impart an order | 1 |
| Open a door | 1 |
| Jump over an obstacle | 1 |
| Climb over an obstacle | 2 |
| Reload a weapon | 1 |
| Unjam a weapon | 2 |

Range Categories

| Range | Distance |
|-------------------|----------------|
| Close Combat (CC) | 0 cm |
| Point Blank (PB) | Up to 10 cm |
| Short (S) | 10 to 30 cm |
| Long (L) | 30 to 70 cm |
| Very Long (VL) | 70 to 110cm |
| Battlefield (BF) | 110cm to 500cm |
| Unlimited (UL) | Above 500cm |

Weapon Ranges and Bonuses to Hit

| Weapon | CC | PB | S | L | VL | BF | UL |
|--------------------|----|----|----|---|----|----|----|
| Pistol | | +1 | | | | | |
| Rifle | | +1 | | | | | |
| Sniping | | +1 | | | | | |
| Heavy | | +1 | | | | | |
| Very Heavy | | | +1 | | | | |
| Assault | | +2 | +1 | | | | |
| Grenades | | +1 | | | | | |
| Close Combat | +1 | | | | | | |
| Heavy Close Combat | +2 | | | | | | |
| Starcraft | | | | | | | |

Size Modifiers to Hit:

- Small target: -1
- Medium (man-sized) target: 0
- Large target or vehicle: +1
- Very large target or building: +2

Flying Models, Modifiers to Hit:

- All shots to / from / at high altitude: -1

Optional: Speed Modifiers to Hit:

- Moved 30cm or more: -1
- Every additional 10cm moved after 30cm: -1

PF bonus for cover:

- Flat down: +1
- Partial cover: +2
- Slit: +3

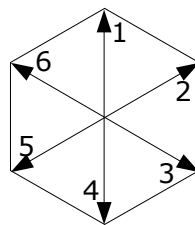
Damage to Living Creatures and Buildings

| Target | D6 Roll | | | | | |
|-----------------|-----------------|---|------------------|---|-------------------|---|
| | 6 | 5 | 4 | 3 | 2 | 1 |
| Living Creature | Wounded | | OoA | | Killed | |
| Building | Section Pierced | | Partial Collapse | | Section Destroyed | |

In the large scale game, all hits on Living Creatures are automatically considered **OoA** results.

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Deviation of Area Weapons



Deviation Distance:
 (miss = SS – to hit die roll)
 Grenades = miss * 3cm
 Other Weapons = miss * 4cm

Direction of Deviation:
 Align the '1' with the direction of the shot and roll a d6 to determine the actual direction.

PF for Terrain Features

| Obstacle | PF |
|-------------------------|------------|
| Rock | 10 |
| Earth | 8 |
| Woods | 6 |
| Ice | 8 |
| Snow | 3 |
| Concrete | 9 or more |
| Military Grade Concrete | 13 or more |

Out of Control Slave Robot

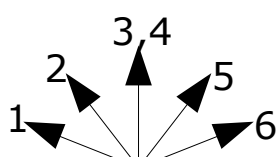
| D6 Roll | Slave Robot Action |
|---------|--------------------------------------|
| 1 – 3 | Grinds to a halt |
| 4 – 6 | Repeats same action as previous turn |

Out of Control Robot Autonomous Robot

| D6 Roll | Autonomous Robot Action |
|---------|--|
| 1 – 3 | Grinds to a halt |
| 4 | Shoots at the nearest enemy |
| 5 | Moves half its MV in a random direction (roll a d6 for the direction as for out of control vehicles) |
| 6 | Shoots at the nearest target, friend or foe |

Out of Control Vehicles

Out of control ground vehicles stay still if they did not move the previous turn or move again the same distance they moved the previous turn.



Direction of Vehicle:
 Align the '3,4' with the front of the vehicle and roll a d6 to determine the actual direction of movement.

Flying Vehicles Altitude Change

| D6 Roll | Change | Notes |
|---------|----------------|--|
| 1 – 2 | 1 Level lower | If flying at low altitude then the vehicle crashes to the ground at the end of the move. |
| 3 – 4 | Same level | |
| 5 – 6 | 1 Level Higher | Ignore if vehicle is already flying at high altitude |

Pinned Units

A pinned unit must obey the following rules:

- The unit cannot advance towards the enemy.
- Models in cover may remain where they are or they may retreat so that they are not within LOS of the enemy.
- Models not in cover must move towards the nearest cover or out of LOS of the enemy in a direction that does not take them closer to the enemy. Alternatively, they may go flat-down.
- No model in the unit may use actions other than movement actions until they are in cover, flat-down or out of LOS of the enemy.
- All models in a pinned unit lose their *ready-to-fire* status immediately.
- Pinned models engaged in close combat ignore the pinned rules.

Routing Units

A routing unit must obey the following rules:

- The unit must *charge* away from the enemy. No other actions may be attempted.
- The unit is not subject to squad coherency rules any more.
- Models attacked in close combat cannot *Strike Back* and attempt to break away from the engagement every time they are activated.
- Models reaching the edge of the battlefield are removed from play.
- If the unit rallies, the models in the unit must regroup and regain squad coherency.

Vehicle and Robot Damage Table

Roll a d6, add the **Pen** of the weapon that hit it and subtract the **PF** of the target. Look up the result on the table below. If the location does not exist or has already been damaged, select the next result down the table.

| d6 + Pen - PF | Location | |
|---------------|---|---|
| -3 or less | Antenna | The communication system malfunctions . Any comm-link, communicator or robot controller ceases to function for the remainder of the battle. |
| -2 | Hold | The hatches of the hold malfunction . To disembark, the crew inside must break the hatches in close combat. Similarly, to enter the vehicle, the hatches must be destroyed in close combat. The hatches have the same PF as the vehicle if attacked from the outside, and the PF of the vehicle minus 2 (with a minimum of 0) if attacked from the inside. All close combat attacks hit automatically. A damaging hit breaks the hatch open. |
| -1 | Weapon System | One randomly determined weapon malfunctions . Each time the weapon is fired, before rolling to hit, roll a d6: on a roll of 1-3 the weapon may fire normally, on a roll of 4-6 the weapon malfunctions and cannot fire again for the rest of the battle. |
| 0 | Locomotive System | The locomotive system (tracks, wheel, etc...) malfunctions . The MV of the machine is halved for the rest of the battle. |
| 1 | Power grid | The power grid malfunctions . From now on during any single turn the machine may either move or fire, not both. |
| 2 | Ammunition Feed System | The ammunition feed system is disabled . Each weapon mounted on the machine may only fire once more during the battle. |
| 3 | Engine | The engine is disabled . Ground machines grind to a halt. Flying machines must attempt an emergency landing. |
| 4 | Control System | The control system is disabled . The machine goes out of control. |
| 5 | Pilot Compartment / Control Core | For vehicles, the pilot compartment takes a direct hit and is destroyed . The pilot and the gunners suffer an automatic hit with the Pen of the weapon that hit it. The vehicle goes out of control. In the case of robots, the control core is destroyed , the robot grinds to a halt and shuts down. Flying robots crash. |
| 6 or more | Power Plant | The power plant explodes! The conflagration propagates to the fuel and ammunition compartments which ignite in turn. All locations of the machine are destroyed . The machine itself goes out of control for one turn then grinds to a halt. Flying machines crash. All transported models take an automatic Pen 3 hit. All models within 5cm of the vehicle take a Pen 3 hit on a roll of 4 or more on a d6. Surviving crew may disembark on the next turn. |