



**V2.1**

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## **Foreword**

Combat Action was born in 1997 when I realized that the rule systems I was playing at the time could not accommodate all the miniatures I had and the models I was building. The core of the rules was to be a flexible point system so that anyone could build their own armies and field those scratch built vehicles and robots. Since then the rules have evolved continuously and in 2001 it was published on the web. The second edition addresses all the points which arose during our games. The whole manual has been revised to make the rules clearer to read and simpler to apply. I hope you'll enjoy playing it. Don't forget to give me your feedback on [www.combataction.com](http://www.combataction.com)!

I would like to thank Leif-Magnus Jensen and David Donachie for their valuable feedback on the second edition drafts.

1<sup>st</sup> September 2006

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## Introduction

Combat Action is a strategy game of small-scale conflicts. It can be used to simulate skirmishes with a dozen models per side or larger conflicts with multiple squads, vehicles and support weapons. The system presented in this book comprises two levels of detail: a system for small scale games where each model on the battlefield is a separate unit, and a second layer which adds rules that govern targeting, simulate chains of command and allow for larger engagements of forces.

The point system will allow you to design any creature, vehicle or model you like and field any model you create on the battlefield.

These rules are designed with the 25 to 30mm scale of miniatures in mind. Converting it to other scales of miniatures should not be a problem however, since there are few explicit range measures involved.

### Style Conventions

Some style conventions are used in this book. These are listed here:

#### Important Rules

To allow you to find the key parts of the rules more easily they have been placed in boxes as follows:

This is an important rule: use only the rules you like (in agreement with your opponent).

#### Examples

Examples which clarify the main text and the rules are placed in grey boxes as follows:

This is an example of an example!

#### Optional Rules

All sections marked as *Optional* contain rules that add detail to the game but are not vital. They have been written to allow players to customize the level of detail of the game to their own taste. Before playing a game, the players should agree on which optional rules they will use.

### Dice and Numbers

Dice are written with the designation **d6** to indicate the common six-sided die which is what the entire

rule system is based on.

In more than one occasion you will have to apply *modifiers* (numbers which are added or subtracted from other numbers) or apply *multipliers* (numbers you multiply or divide by) to the basic numbers of the game.

Unless otherwise specified, always round fractions to the nearest whole number (i.e. 0 to 0.49 rounds down and 0.50 until 0.99 rounds up to the nearest whole number).

### Abbreviations

The following table summarizes the common abbreviations used in the text. Do not worry about memorizing them now, they are just here for reference purposes.

<b>cm</b>	Centimetres
<b>d6</b>	Standard six sided die
<b>LOS</b>	Line of sight
<b>OoA</b>	Out of action
<b>MV</b>	Movement
<b>SS</b>	Shooting Skill
<b>FA</b>	Fighting Ability
<b>PF</b>	Protection Factor
<b>DP</b>	Discipline
<b>Pen</b>	Penetration
<b>CC</b>	Close combat (range)
<b>PB</b>	Point Blank (range)
<b>S</b>	Short (range)
<b>L</b>	Long (range)
<b>VL</b>	Very Long (range)
<b>BF</b>	Battlefield (range)
<b>UL</b>	Unlimited (range)

## THE GAME SYSTEM

In Combat Action every model on the battlefield moves and acts by spending action points. These determine what a model can do during the turn.

Each model also has statistics which determine its strengths and weaknesses, its limits and its abilities. These are explained below

### Model Statistics:

**Movement (MV):** This is the distance that a model can *walk* in a set period of time. MV takes the form of a positive number but can be 0. Vehicles also have a MV score which represents the maximum distance they can move during their movement phase.

**Shooting Skill (SS):** This is the skill needed to use all ranged and thrown weapons. SS is 0 or a positive number. A 0 indicates that the model cannot make ranged attacks. A positive number represents the basic chance of scoring a hit when shooting, the lower the better.

**Fighting Ability (FA):** The close combat ability of the model. This characteristic sums up the strength, hand to hand ability and sheer ferociousness of the model. FA is 0 or a positive number. A 0 indicates no close combat capability. A positive number represents the basic chance of scoring a hit when attacking at close quarters, the lower the better.

**Protection Factor (PF):** The combined passive defences of the model. It is the sum of the natural resilience and the armour worn or installed. PF takes the form of a positive number but can be 0.

**Discipline (DP):** The discipline and cool under fire of the model. DP is 0 or a positive number. A model with a DP of 0 is not capable of independent action, otherwise, the lower the number the more dependable the model is on the battlefield.

A trained human trooper has the following profile:				
<b>MV</b>	<b>SS</b>	<b>FA</b>	<b>PF</b>	<b>DP</b>
<b>10</b>	<b>6</b>	<b>5</b>	<b>0</b>	<b>5</b>

### Other Model Statistics and Acronyms:

**Penetration (Pen):** This represents the piercing power of a weapon with respect to armour. Pen takes the form of a positive or negative number. The higher the number, the greater the chance a weapon has to penetrate the defences of an armoured target.

**Rank:** Officers are prominent individuals who lead single units or entire armies. They can increase the discipline of the units they command through leadership and charisma. The Rank of an officer varies from 1 to 4; when used in boost the morale of the troops it is called **Leadership Bonus**.

## The Small Scale Game and the Large Scale Game

Combat Action distinguishes between two types of battles: the *small scale* game and the *large scale* game. The distinction is mainly based on the number of models each player controls. This distinction was created to speed up the two sizes of games while maintaining an appropriate level of detail.

You can decide whether to play a small scale game or a large scale game and when to use the small scale game or the large scale game optional rules. Feel free to create a mix that satisfies your gaming style.

We suggest that you play using the small scale game rules when each player handles no more than 12 models. For larger conflicts use the large scale game rules.

The main difference between the two styles of games are summarised on the following table:

Small scale game	Large scale game
Units are single models	Units are composed of one or more models
No targeting restrictions	Targeting restrictions apply when shooting
Squad coherency not necessary	Squads must maintain coherency
Damaging hits on living creatures can wound, incapacitate or kill.	Damaging hits on living creatures always incapacitate.
Optional Ammunition Rules	No Ammunition rules

## Beginning a Battle

### Game Length and Battle Objectives

A battle works best if there is an impartial referee to create a scenario and assign the objectives of the battle. In the absence of a referee the players will have to agree on the objectives of the battle. According to the type of campaign being played, the objectives could be chosen before or after the players have selected their armies. In certain battles it may even be appropriate for one player to choose the troops before the objectives are decided and for the other to choose the composition of the army after the objectives have been revealed!

In a straight head-to-head battle you can also play without objectives and determine the winner purely on the basis of the enemy troops destroyed and routed (see **Winner and Loser**).

Objectives should be assigned a point value that is then added to the final battle score for the player reaching it. The two sides involved in the battle can have similar or different objectives.

Some sample objectives with their respective point values are listed below:

#### Capture Building

A building (or other terrain feature) must be cleared of enemy troops.

Objective Value: 200 to 500 points depending on the size of the building.

To reach the objective:

- At the end of the battle, the total point value of friendly forces within 20cm of the building is at least double the total point value of enemy forces in the same area.

#### Destroy Building

A building (or other terrain feature) must be destroyed.

Objective Value: 100 to 400 points depending on the size of the building.

To reach the objective:

- Destroy at least half of the sections of the building (see **Damaging the Target**).

#### Destroy Unit

An enemy unit must be destroyed.

Objective Value: 100 to 400 points depending on the point cost of the target.

To reach the objective:

- For squads: more than 50% of the target unit must be out of action (OoA), dead or destroyed (see **Damaging the Target**) at the end of the game.
- For Vehicles and Robots: the target is immobilised and friendly forces retain control of the battlefield at the end of the battle, or destroy the target's power plant, control core or pilot compartment.

#### Capture Infantry Unit

An enemy unit must be captured.

Objective value: 300 to 500 points depending on the point cost of the target unit.

Decide which escape routes the target unit is allowed (e.g. a spaceship, teleporter, etc.). The escape routes could simply be the table edges

To reach the objective:

- Friendly forces must retain control of the battlefield at the end of the game.
- The target unit must not be closer to the escape routes than the capturing forces.
- The friendly forces remaining on the table must be worth at least double the points of the remaining forces allied with the target unit. Routing units do not count towards this total.
- The value of the surviving models in the captured unit must equal at least half of its original point value.

#### Capture Vehicle or Robot

An enemy machine must be captured.

Objective value: 300 to 500 points depending on the point cost of the target unit.

Decide which escape routes the target unit is allowed (e.g. a spaceship, teleporter, etc.). The escape routes could simply be the table edges

To reach the objective:

- Friendly forces must retain control of the battlefield at the end of the game.

- The target unit must not be closer to the escape routes than the capturing forces, unless the target has been immobilized.
- The friendly forces remaining on the table must be worth at least double the points of the remaining forces allied with the target unit. Routing units do not count towards this total.
- The target's power plant, control core and pilot compartment must not be destroyed (see **Damaging the Target**).

scenarios, this might not be the case (for example, an escape scenario).

### **Duration of the Battle**

The duration of the battle should be agreed on before starting the game.

The battle can be played for a set number of turns (a good number is six turns) or a set amount of time (e.g. two hours).

### **Deploying Forces**

The conventional way of deploying forces is for each player to place on the table one unit at a time.

The **deployment zone** is the area where the armies place their troops at the beginning of the game. The deployment zone will vary depending on the scenario being played but, for most battles, you should set up troops within 30cm of the edge of the table the army is entering from.

For other scenarios one army might deploy in the middle of the table, for example to protect a building or other terrain feature. In such a scenario one army is called the defending force and the other the attacking force. The defending force will set-up in the middle of the table.

### **Winner and Loser**

During the battle, the players should mark the points of all the enemy units they destroy, immobilise (in the case of vehicles and robots) or rout off the table. After the battle the players should also add half the points of the enemy units marked as routing and the points gained for the objectives they have reached.

If the players' totals differ by 10% or less, then the battle is considered a draw, otherwise the player with the highest total is the winner.

Normally the winner of the battle also retains control of the battlefield although, in some



## TURN SEQUENCE

In Combat Action the sides involved in the battle do not take separate turns. At the beginning of a turn, each player rolls for **initiative** using a d6 and adds the Leadership Bonus of the highest ranking surviving officer under the player's control. The player with the highest initiative decides whether to move first or last.

Once initiative is resolved the player who moves first takes control of one of his or her units (the unit in question is then said to be the *active unit*), then the other player (or the next player if there are more than two) activates one unit and so on until all the units have been activated. If one player has more units than the other(s), the additional units are activated after the units of the other player(s) have been activated.

The turn of each active unit is divided in the following phases:

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

### Phases of the Active Unit

## MODEL TYPES

Combat Action distinguishes between three types of models:

- **Infantry** – this category groups all living creatures with a MV lower than a 20 and a PF lower than 6. Vehicle crews also count as infantry.
- **Vehicles** – machines that need a pilot for all operations.
- **Robots** – machines fitted with a processing core allowing remote controlling or fully autonomous action.

## ACTIONS

Each model on the battlefield has a certain number of *action points* that measure the number of activities the model can perform during a single turn.

Unless otherwise stated, individual models have **2 actions points per turn** to spend on one or more of the activities listed below. Each *action* takes one or more *action points* to complete:

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

### Number of action points per activity

Actions are spent and resolved during the *Actions Resolution* phase of the turn.

The following is a brief description of each activity.

Full rules are given in the rest of the text.

### Walk (infantry or robots)

The model walks or trots. It may move up to its basic MV in cm, changing direction as often as desired.

### Charge (infantry or robots)

The model runs. Infantry may move up to twice its basic MV in cm, robots do not double their MV. In either case, the total change of direction cannot exceed 90°.

### Hide behind cover (infantry only)

The model crouches behind a piece of cover that would not normally block line of sight (e.g. a barrel). The model is then hidden from view of those on the other side of the cover.

### Go "Flat down" (infantry only)

The model throws itself flat on the ground, reducing its target area.

### Getting up from "Flat down" (infantry only)

The model gets up again from *Flat down* condition.

### Pilot a vehicle (vehicle pilots only)

This action allows the pilot of a vehicle to control the vehicle for the turn.

### Control a robot (robot control core or robot controller)

This action allows the robot control core or a robot controller to pilot a robot for the turn.

### Standard fire (infantry only)

This action allows the model to fire any weapon that is not a close combat, heavy close combat, heavy, very heavy, grenade or starcraft weapon.

### Aim and fire a sniping weapon (infantry only)

This action allows the model to fire a sniping weapon and benefit from the bonuses conferred by this type of weapon.

### Fire a weapon in automatic (infantry only)

The shooter fires an automatic weapon exploiting its full rate of fire. Automatic weapons may also be fired using *Standard fire* actions, but in this case they do not get any special bonuses.

### Fire a heavy weapon (infantry only)

Heavy, very heavy and starcraft weapon must be fired using this action.

**Aim with a targeting device** (infantry only)

Weapons fitted with a targeting device may be aimed by spending one extra action point to obtain a bonus to hit.

**Attack in close combat** (infantry only)

Models in base to base combat with another model may attack using close combat weapons.

**Prime a grenade** (infantry only)

Before being thrown, a grenade needs to be primed using this action.

**Throw a grenade** (infantry only)

After priming, a grenade can be thrown using this action

**Impart an order** (infantry only)

Officers may impart orders using one action per order.

**Open a door** (infantry only)

The model opens a door

**Jump over an obstacle** (infantry only)

The models jumps over or through an obstacle (e.g. fence, open window).

**Climb over an obstacle** (infantry only)

The models climbs over an obstacle (e.g. gate, wall).

**Reload a weapon**

Certain weapons require reloading after each shot, other run out of ammunition during the battle. This action allows the model to reload its weapon.

**Unjam a weapon**

If a weapon jams, the model must use this action to clear the jam before firing again.

## Movement

Infantry has two kinds of movement actions: *Walk* and *Charge*.

Only one movement action may be taken per turn.

Note that models with a basic **MV** of 20 or more must use the *Vehicle Movement* rules below.

## Terrain

Terrain is subdivided into *normal*, *difficult* and *impassable*.

- *Impassable* is terrain that cannot be traversed by ground troops (e.g. walls, rivers, and so on).
- *Difficult* terrain includes woods, debris, craters, bogs, steep slopes, shallow streams and similar features. Hill slopes are considered difficult terrain only when moving upwards.
- Flat, unobstructed terrain is considered *normal*.

## How to Move Models

*Walk* actions allow the model to move 1 cm per point of **MV**.

The model may turn and change direction as often as desired. Walking actions may be attempted over normal and difficult terrain.

*Charge* actions allow infantry models to move:

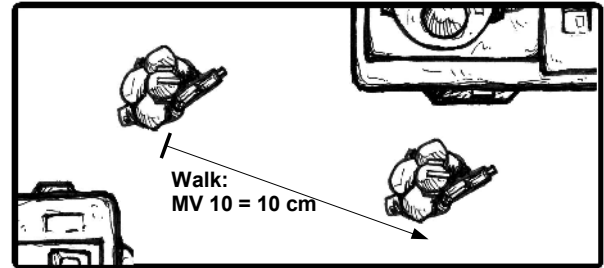
- 2 cm per point of **MV** over normal terrain;
- 1 cm per point of **MV** over difficult terrain;
- 1.5 cm per point of **MV** over mixed terrain (model traverses both normal and difficult terrain). Discard fractions.

The model may make any number of turns but the total change of direction cannot be greater than 90°.

If the model ends the movement in contact with an enemy model the charging model gets a free *Attack in close combat* action.

An infantry trooper with a MV of 9 can charge 18 cm over normal terrain, 13 cm over mixed terrain and 9 cm over difficult terrain.

To move a model, place a ruler or tape measure next to the model. You should measure the distance moved from the front of the model to the front of the model.



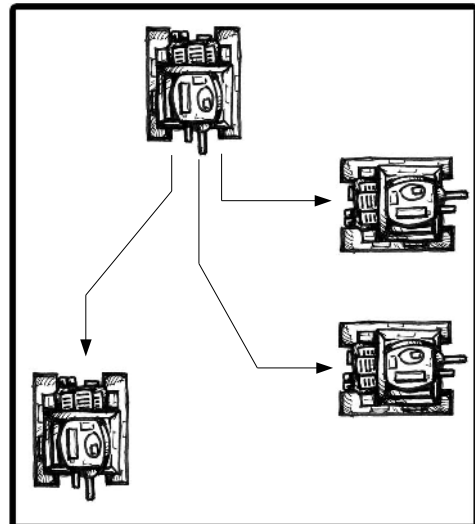
## Vehicle Movement

Any vehicle or any model other than a robot with a MV of 20 or more must follow these *Vehicle Movement* rules. To move the pilot of the vehicle must use a *Pilot Vehicle* action.

In a *Pilot Vehicle* action the Pilot can move the vehicle 1 cm per point of **MV** and fire one front mounted weapon at a target lying within a frontal 45° fire-arc. Shots may be fired from a vehicle at any point during its movement.

If the vehicle is equipped with a close combat weapon, it may attack a model in base to base contact only at the beginning or at the end of its movement.

During its movement a vehicle may perform up to three turns not exceeding a total change of direction of 90°.



Sample vehicle turns

A vehicle's **MV** is temporarily halved when crossing difficult terrain or a mix of normal and difficult terrain.

Some vehicles are capable of moving backwards. You should decide before the battle which vehicles are able to move backwards (e.g. a tank) and which cannot (e.g. a motorbike). Vehicles moving backwards halve their **MV**. A vehicle can not move backwards and forwards during a single action.

Further rules are given in the **Vehicles** section.

### Robot Movement

Each Action Resolution Phase the control core of an *autonomous* robot or the controller of a *slave* robot (see **Robots**) must use a *Control robot* action to move the robot.

With a Control robot action the robot can move 1 cm per point of **MV** and fire all of its weapons at targets lying within a frontal 90° fire-arc. Like vehicles, robots may also fire on the move, so the shots may be fired at any point during its movement.

If the robot is equipped with a close combat weapon, it may attack a model in base to base contact only at the beginning or at the end of its movement.

During its movement a robot may perform up to three turns not exceeding a total change of direction of 90°.

A robot's **MV** is temporarily halved when crossing difficult terrain or a mix of normal and difficult terrain.

Further rules are given in the **Robots** section.

### Flying Models

Flying models follow standard movement rules but they must also declare the altitude they are flying at. The two altitudes are *High Altitude* and *Low Altitude*. Low Altitude is a ground attack altitude and the model can shoot and be shot at as normal. At High Altitude the flying model can attack and be attacked only by weapons firing at very long or better range (see also **Line of Sight** and **Range**).

Airborne vehicles ignores difficult terrain. A vehicle flying at low altitude can normally fly over small

buildings and hills. You should decide before the battle starts which terrain features are impassable at low altitude.

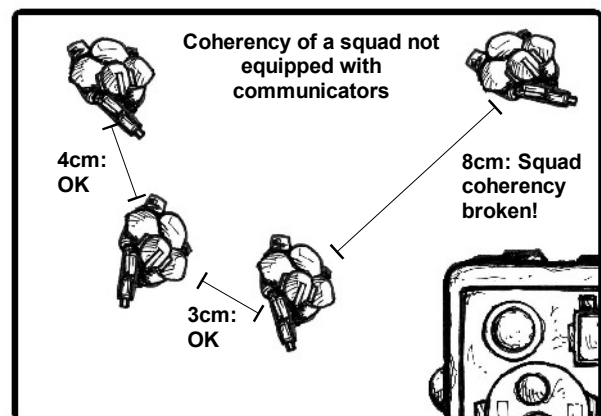
Every turn, the flyer can change from one altitude to the other before moving. A model flying at Low Altitude may also land. A grounded model can take off and reach Low Altitude before moving.

### Squad Coherency

Squad coherency applies to the *large scale game* only.

Members of a unit must remain within 5 cm of each other. Models equipped with communicators may stay up to 10 cm apart.

Units which break squad coherency rules for some reason (for example, due to casualties) must try to regain coherency during their next Action Resolution Phase.



### Entering and leaving vehicles or buildings

Entering or leaving a building costs no extra action points as long as there is an open way into and out of the building. The same goes for vehicles. *Opening* the hatches of a vehicle or the door of a building costs one action point.

If the entrances or exits are not easily reachable, the models may need to spend two action points to *Climb* to the access points (eg. the hatches are on top of a tank).

### Optional: Moving Inside Buildings

Movement inside buildings can be simplified as follows:

Movement inside buildings:

- A model may spend one action point to move from one room to another;
- A model may hide to the side or under a window frame.

### Optional: Hidden Movement

Any infantry model not directly within LOS of an enemy may declare it is hiding from the enemy. Hiding models may not be targeted directly by enemy weapons. If desired the model may be replaced by a marker representing it (the marker should have a blank face up and a face down where the model is identified). The marker is then moved normally.

A model may also declare to be hiding behind a piece of cover that would normally provide only partial cover (see **Cover**). In this case the model must spend one action to *Hide behind cover*.

A model loses its hidden status in the following conditions:

- when it fires (see also section **Optional: Firing while Hidden**);
- if it is hiding behind partial cover and takes a movement action other than a *walk* action;
- if an enemy approaches within 10cm of the model;
- If an enemy model acquires LOS to the hidden model.

The following rules apply while the model is hidden:

- the model may not be targeted directly by enemy models;
- if a marker is substituted for the model, the player controlling the marker may keep the identity of the model secret until the model loses the hidden status;
- if only part of the models in a unit are hidden, only the non-hidden models may be targeted by the enemy and hits may only be randomised amongst the non hidden models;
- If an enemy wishes to target the piece of cover the model is hiding behind the shooter must target either the piece of cover in an attempt to destroy it or, in the case of an *area weapon*, it must place the centre of the blast of the weapon in front of the piece of cover (see *Area Weapons*).

### Optional: Going "Flat Down"

Any infantry model may spend one action to throw itself on the ground. The model is said to be "Flat Down" and receives a **PF** bonus (see **Cover**). To get up and move again the model must use another action point.

## FIRING

Weapons in Combat Action belong to one of various categories. These are:

Weapon Categories:	
➤	<b>Pistols:</b> weapons that can be fired one handed.
➤	<b>Rifles:</b> weapons that are fired using both hands.
➤	<b>Sniping:</b> weapons especially designed for accuracy at long ranges.
➤	<b>Assault:</b> weapons designed for short range fighting.
➤	<b>Grenades:</b> hand thrown explosive devices.
➤	<b>Heavy:</b> more destructive weapons, fired with both hands.
➤	<b>Very Heavy:</b> highly destructive weapons designed to be mounted on vehicles or gun emplacements.
➤	<b>Close Combat:</b> weapons designed to be used in melee combat.
➤	<b>Heavy Close Combat:</b> larger versions of close combat weapons mounted on vehicles and robots.
➤	<b>Starcraft:</b> weapons fired from orbit or from planets into orbit as well as weapons fired from space vessels to other space vessels.

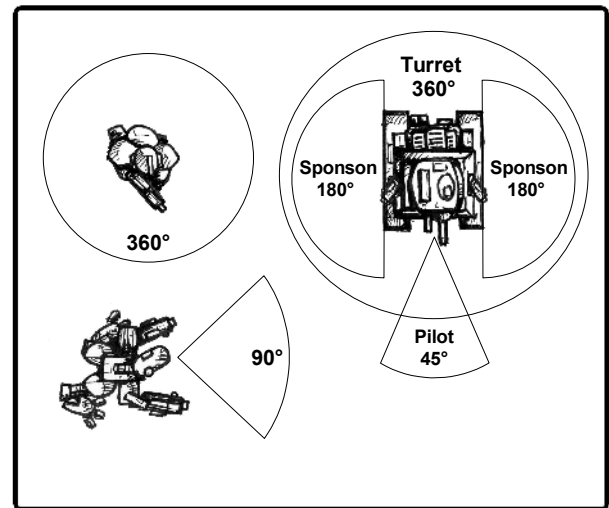
The following table lists the type of firing actions that can be applied to each weapon category:

Action	Weapons
Standard fire	Pistols, Rifles, Sniping, Assault
Fire a weapon in automatic ❶	Pistols, Rifles, Assault
Aim and fire a sniping weapon	Sniping
Fire a heavy weapon	Heavy, Very Heavy, Starcraft
Prime a grenade / Throw a grenade	Grenades

❶ if the weapon supports it.

## Fire Arcs

Infantry models are assumed to have a 360° fire arc. Robots always have a frontal 90° fire arc. Vehicles have a 45° frontal fire arc for weapons fired by the pilot, a 360° fire arc if the weapon is fitted on a turret and fired by an independent gunner. Side mountings on vehicles allow a 180° fire arc to the side of the vehicle and require a separate gunner like turrets.



## Line of Sight

Line of Sight (LOS) determines when one model can see another model. A model has line of sight to another model when a direct line can be traced from the centre of one model base to the centre of the other model's base without passing through any obstacles. Some obstacles count as cover but do not block LOS (see *Cover*)

Obstacles are considered any piece of terrain that is at least half of the model's height. In general consider the model's waist for humanoid figures. At other times you will have to use your judgement (or have a referee to take such decisions) to decide whether there is LOS from one model to the other. Just because the figure is standing on one foot with its arms sticking in the air, it doesn't mean that in battle the trooper would not take advantage of the available cover to avoid getting shot at!

To target a model through a gap between items providing cover, a clear LOS must be traced to the model through the gap and the gap must be at least 2cm wide.

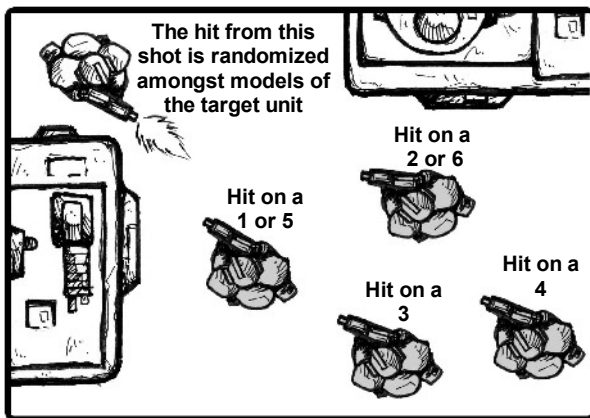
In general, when a flying model is airborne at Low Altitude, buildings, hills or other large obstacles will block LOS to the enemy. At High Altitude the model is always considered to be within LOS of any other model on the battlefield and vice versa.

## Targets

In the small scale game individual troopers may choose freely the targets of their attacks. In the large scale game, however, the following restrictions apply:

Common troopers armed with pistol, rifle, assault or sniping weapons must choose as targets for their firing actions the nearest visible enemy unit they are able to inflict damage to. Officers (see Officers section) may alter this restriction.

If the target unit is composed of more than one model, the actual model targeted must be randomly determined. Roll a d6 and start counting from the model closest to the shooter (i.e. 1 hits the closest model, 2 hits the second closest and so on). If the unit has fewer than 6 models, begin counting again from the closest model when you reach the last model.



If the target unit comprises more than 6 models, the shots are randomised amongst the 6 models closest to the shooter.

If the target is a vehicle with exposed or partially exposed crew, roll a d6. On a roll of 1 or 2 the shot hits the crew directly, not the vehicle.

Common troopers armed with heavy, very heavy, grenades or starcraft weapons must choose as targets for their firing actions the nearest visible enemy infantry unit, the nearest visible enemy robot or vehicle, or the nearest visible building

they are able to inflict damage to. Officers may alter this restriction (see *Officers*).

## Shooting

These rules apply to all weapons except close combat weapons and grenades.

Firing actions are resolved as follows:

- The attacker rolls a d6 and adds any relevant modifiers to the roll.
- If the result is equal to or greater than the attacker's **SS**, then the attacker scores a hit.
- An unmodified roll of 1 always misses the target independently of the modifiers applied to the roll
- An unmodified roll of 6 always hits the target if it lies within range of the weapon, independently of the modifiers applied to the roll.
- Once a hit is scored, determine if the target is damaged as described in the **Damaging the Target** section

Any hit result also counts as a *Pinned* result. See the **Pinned** section.

Models with a SS of 0 may never use ranged weapons or make ranged attacks.

Vehicles only make ranged attacks if there are crew members (pilot or gunners) able to fire the weapons mounted on the vehicle. Use the SS of the crew member to determine the basic chance to hit.

## Grenades

This category includes all sorts of hand thrown bombs and devices. It includes satchel charges, stick bombs, dynamite sticks in addition to the standard grenade.

All grenades have a safety that must be removed before they are armed. Thus grenades must be primed before being thrown using a *Prime a Grenade* action. After the grenade is primed, it needs not be thrown immediately. It may be held in one hand as long as it is desired. This however impedes firing weapons that require two hands to operate. The grenade is thrown using a *Throw a Grenade* action.

Should a model carrying a primed grenade be incapacitated, roll a d6; on a roll of 4 or more the grenade immediately goes off. Centre the area



template on the model.

Throwing a grenade costs a further action point. Since all grenades are *Area Weapons* (see the *Point System* section) on a miss the landing point of the grenade must always be determined as described in the **Area Weapons** section below.

## Damaging the Target

When a shot hits a target, determine whether damage has been inflicted as follows:

### Defence Roll:

The defender rolls a d6, adds the **Pen** of the weapon that hit, and compares it to the **PF** of the target. If the result is greater than the PF of the model, the shot has penetrated the target's defences.

If the **Pen** of the weapon is greater than the **PF** of the target, then the target is damaged automatically. You may need to roll the die anyway to establish the severity of damage inflicted.

### Living Creatures

To this category belong all humanoid or alien creatures that are classified as living and whose bodies are made up of organs and tissues.

The damage caused to the target depends on the unmodified roll of the die used in the **Defence Roll**. Compare the result of the die against the table below:

Target	D6 Roll					
	6	5	4	3	2	1
Living Creature	Wounded		OoA			Killed

**Creature Damage Table**

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

A soldier wearing a Hard A-Vest (PF 2) is hit by an assault shotgun with Pen 1. The defender rolls a 2 on the die and adds the Pen of the weapon for a total of 3. Since the PF of the armour is only 2 the shot damages the target. The unmodified roll of the die was 2, which on the Creature Damage Table indicates a Killed result.

In the large scale game the hit would automatically be considered an OoA result.

**Wounded:** In the small scale game, the target is wounded and will suffer a -1 modifier to all rolls except PF rolls for the rest of the game. Its MV is also halved. If the target is wounded again then apply the effects described for OoA below. If you are using squad coherency rules (normally not recommended in the small scale game) the wounded model must still maintain coherency with the other squad members.

**OoA (Out of Action):** the target is incapacitated and effectively out of the battle. It is not subject to squad coherency rules any more and is left for dead. Remove the model from the table. If you are using *Medics* rules then see the **Medics** section.

**Killed:** The model is instantly killed, remove it from the table.

## Buildings

Buildings include all constructions and may include natural rock formations in certain cases. Buildings are divided into sections (rooms, chambers, corridors and so on). The shooter must nominate the section it is aiming at when firing. The section must be visible to the shooter (that is, you cannot target a section obstructed by another section of the same building). Note that in some case buildings are best treated as robots or vehicles with a 0 MV (for example, automated missile defence turrets and the like).

Roll to hit and to damage as normal. If the shot penetrates, the damage caused to the target section depends on the unmodified roll of the die used in the **Defence Roll**. Compare the result of the die against the table below:

Target	D6 Roll					
	6	5	4	3	2	1
Building	Section Pierced		Partial Collapse			Section Destroyed

**Building Damage Table**

**Section Pierced:** The shot penetrates the walls of the section and reaches the inside. Models inside the section will be hit by the shot on a 4 or more on a d6 (roll for each model). Weapons with special effects (e.g. area weapons) are treated as if they exploded at the centre of the section.

**Partial Collapse:** Parts of the walls of the section are destroyed but the section as a whole does not collapse. It is now possible for troops to enter the section through the collapsed walls. Subsequent **Partial Collapse** results are treated as **Section Destroyed** results.

**Section Destroyed:** The section is destroyed and collapses. All contents are damaged: living

creatures, robots or vehicles inside the section must roll on their respective damage table. For the roll, consider the PF of the section as the Pen of the weapon that hit the vehicle/robot. Sections directly on top of the destroyed section are also destroyed. Surviving models may move out of the section when they are activated. From now on the section is considered difficult terrain.

## Vehicles and Robots

Vehicles include mechanised carriers, tanks, APCs and all sorts of other machines designed for transport and/or combat. Robots include all machines that do not need a living creature to operate. They may include vehicles driven by remote control or automatic systems.

If a vehicle or robot is damaged, roll a d6, add the **Pen** of the weapon that hit it and subtract the **PF** of the target. Then 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. If you are playing in a campaign, you must note down when a given location *malfunctions*, is *disabled* or is *destroyed*.

In the following table, the term *machine* is used to indicate either a vehicle or a robot.

d6 + Pen - PF	Location	
-3 or less	Antenna	The communication system <b>malfunctions</b> . Any comm-link, communicator or robot controller ceases to function for the remainder of the battle.
-2	Hold	The hatches of the hold <b>malfunction</b> . 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 <b>malfunctions</b> . 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...) <b>malfunctions</b> . The <b>MV</b> of the machine is halved for the rest of the battle.
1	Power grid	The power grid <b>malfunctions</b> . 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 <b>disabled</b> . Each weapon mounted on the machine may only fire once more during the battle.
3	Engine	The engine is <b>disabled</b> . Ground machines grind to a halt. Flying machines must attempt an emergency landing.
4	Control System	The control system is <b>disabled</b> . The machine goes out of control.
5	Pilot Compartment / Control Core	For vehicles, the pilot compartment takes a direct hit and is <b>destroyed</b> . 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 <b>destroyed</b> , 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 <b>destroyed</b> . 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.

**Vehicle and Robot Damage Table**

## Shooting Modifiers

### Range

The distance between the target and the shooter is the range of the shot. Ranges are divided in the following 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

### Range Categories

Each category of weapon can fire at different ranges and has different modifiers according to the range of the shot.

A white square indicates that the weapon can fire at the specified range. A black square indicates that the weapon is not manoeuvrable enough to hit the target at that range. The modifiers are applied to the rolls to hit or to strike in close combat.

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							

### Weapon Ranges

## Cover

Cover protects the target both from being hit and from being damaged. This is reflected in a temporary PF bonus bestowed to the target model. A model can obtain the cover bonus as follows:

**Flat Down:** The model has gone *flat down* using the appropriate action.

**Partial Cover:** The model is in contact with an item (e.g. wall, window, stone, pipes, machinery, and so on) that partially hides its body from the shooter. Partially exposed crew members of a vehicle can also claim this cover unless the hit is a result of a roll on the *Vehicle and Robot Damage Table*.

**Slit:** The model is firing from behind an aperture specifically designed to hide it without impairing its sight or shooting actions.

The target can only claim cover if it is in contact with the cover and the cover is between the shooter and the target. If the target is not in contact with the cover then it is out of LOS and cannot be shot at unless the shooter is in contact with the same piece of cover. In this case no cover can be claimed by the target.

Note that models may also *Hide behind cover* as described in the **Hidden Movement** section.

Infantry can still claim cover when attacked by a flyer.

The cover bonus for flat down models is nullified if the attacker is firing at the target at PB or CC range, if it is firing from higher ground or if it is airborne.

For area weapons, cover can be claimed only if the cover is between the target and the centre of the explosion (centre of the template).

**Cover:** only applies if the target model is in contact with the cover. If shooter is also in contact with the cover then no bonus is conferred.

**PF bonus for cover:**

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

### Flying models

A model flying at High Altitude fires at the ground with a -1 penalty to hit. Similarly, any model

attacking a target flying at High Altitude also incurs a -1 penalty to hit.

### Size Modifiers

Targets are divided into small, medium (man sized), large and very large. Each size has a minimum and a maximum PF for the model. Small targets must have a PF of 3 or less. Medium targets are those with PF from 0 to 5 included. Large targets have a PF between 3 and 10. Buildings and targets with a PF > 10 are very large targets.

Small targets may not see or be seen through terrain features providing cover to medium sized targets. Large targets may not claim cover for terrain features that provide cover to medium sized targets.

The size bonus or penalty is applied to the to hit roll of the shooter.

#### Size Modifiers to Hit:

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

### Optional: Speed Modifiers

The use of speed modifiers is recommended only in the *small scale* game.

Fast moving targets are more difficult to hit than slow moving or stationary ones. Similarly, firing while moving makes hitting the target more difficult. Speed modifiers for the shots are always applied on the basis of the distance moved by the target during their last move and the distance moved by the attacker in the current turn. If the target is a unit composed of more than one model, always apply the modifier on the basis of the shortest distance moved by any model in the unit. If both the target and the shooter are moving, sum up the penalties for the shot.

#### Speed Modifiers to Hit:

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

A flyer moving 45cm in one turn would shoot with a -2 penalty. If it was shooting at another vehicle which moved 30cm during its last turn, the penalty would be -3.

### Targeting Devices

*Targeting Devices* are pieces of equipment that allow the shooter to aim more precisely at the target. To this category belong laser painters, optical scopes and gun sights.

Each targeting device confers a *targeting bonus* that is added to the to hit roll of an attack if the model has spent one action point to *Aim with a targeting device* before firing. Targeting may also be performed by a *Ready-to-Fire* model. When aiming, the shooter must declare which target it is aiming at. During the firing action the shooter may fire at the declared or at a different target. In the second case the targeting bonus is lost.

If the model is using a sniping weapon, shooting using an *Aim and Fire* action allows the model to add up the targeting bonus without having to spend a separate action to aim the device.

### Optional: Firing Inside Buildings

The following simplifications can be used if firing within a building:

#### Firing inside buildings:

- |   |
|---|
| ➤ All models in the same room are considered to be at PB range;   |
| ➤ All models in adjacent rooms are considered to be at S range;   |
| ➤ Grenades can be thrown and area weapons can be shot in the same room or from one room to another if the model is next to a door without chance of missing. All models in the target room are hit. |

### Optional: Saving Action Points

A model can save one action point during its Action Resolution Phase to use it after its turn has ended. This can be done on an individual model basis even in the large-game. The model is said to be *Ready-to-Fire*; place a *Ready-to-Fire* marker next to it.

A *Ready-to-Fire* model can spend one action point firing or aiming during the Action Resolution Phases of the other units. Normal targeting rules apply. The player may declare the model is firing at any time, including midway during the target's movement.

Shots are always resolved in the order they are declared by the players.

Once the action point has been spent, remove the

*Ready-to-Fire* marker. All *Ready-To-Fire* counters in a unit are removed during its next Discipline Phase. A model also loses its *Ready-to-Fire* counter if itself, or the unit it is part of, is *pinned*.

## Special Effects of Weapons

**Sniping Weapons:** Sniping weapons allow the firer to spend 2 action points to *Aim and Fire a Sniping Weapon*. This grants the model a +1 bonus to hit. If the weapon has also been fitted with a targeting device, the bonus for the device is added to the to hit roll without the need to spend an extra action point to *Aim with a targeting device*.

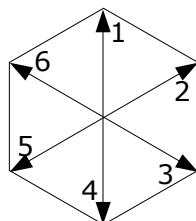
Sniping weapons may never use *Automatic Fire*. They can be fired using *Standard Fire* actions.

**Automatic Fire:** Automatic weapons can be fired in short bursts using a *Standard Fire* action or the wielder may squeeze down the trigger to unleash the full rate of fire of the weapon. To do this the attacker must use and *Fire a Weapon in Automatic* action.

In automatic mode, the shooter is treated as if it was firing *three* shots at the same target. Each shot is rolled separately: resolve the first shot as normal, for the remaining two the **SS** of the shooter is always considered to be no better than 6, and no bonuses for targeting devices can be claimed. Range, size and speed modifiers apply as normal.

Heavy, very heavy and starcraft weapons that support automatic fire are still fired using a *Fire a Heavy Weapon* action. The shooter can decide whether to fire a single shot / burst or fully in automatic.

**Area Weapons:** These weapons use an area of effect template with a determined radius. When firing, nominate the target and roll to hit. If a hit is scored, place the template on the target. If the shot misses, it deviates and lands in a random direction: use the scatter template to determine where the shot lands.



Direction 1 on the template should be aligned with the direction of the shot. Roll a d6 to determine the direction of the deviation.

The deviation distance in cm for grenades equals *three times* the difference between the **SS** of the attacker and the unmodified roll to hit. For other weapons multiply the difference by *four*.

The distance of the deviation may never be greater than half the distance between the target and the shooter. Once the landing spot has been determined, place the template and resolve damage as normal.

A trooper with a SS of 6 wants to hit a vehicle with a missile launcher at long range. The vehicle offers a +1 size bonus, so the trooper only needs a 5 to hit. The player rolls a 3, indicating a miss. The deviation distance is 6 (SS) - 3 (die roll) multiplied by 4, for a total of  $(6 - 3) \times 4 = 12\text{cm}$ . The direction of the deviation is determined using the scatter template.

Targets lying fully or partially under the template of an area weapon take a hit at the full **Pen** of the weapon.

If an area weapon hits a vehicle with exposed or partially exposed crew, any crew member falling under the template is hit directly in addition to the vehicle. If the area weapon has effects nullified only by full life support, then even troops riding inside the vehicle are affected unless the crew compartments are life supported.

If an area weapon is fired at an enemy in cover or hidden behind a piece of cover the shooter must place the centre of the blast of the weapon in front of the piece of cover unless the weapon is a grenade or a parabolic trajectory weapon firing at the two highest range categories (see *Parabolic Trajectory Weapons* below). The shot will deviate as normal. Deviation may take the centre of the blast over the cover.

**Flame Attacks:** These weapons, for example the flamer and the napalm weapons, do not hit the target with a solid projectile or particle beam, but rather try to engulf it in flames and set it ablaze. Such weapons must always be *Area Weapons*. On hitting a living creature, the PF of the creature is ignored unless it is wearing fully *sealed* and *life supported* armour.

Flame, gas and acid are mutually exclusive attacks. They may also be with Sticky attacks.

The range of all flame weapons, except grenades, is reduced by one category (for example, a rifle type flame weapon can only shoot at PB and S range).

**Gas Attacks:** These attacks try to affect the target by exposing it to a substance which can produce its effect when inhaled or when absorbed through the skin. Gas attacks always ignore the PF of the armour of the target, however, inhaled gasses are completely nullified by partial life support, while absorbed gasses are completely nullified by fully sealed, life supported armours.

Flame, gas and acid are mutually exclusive attacks. They may also be with Sticky attacks.

The range of all gas weapons, except grenades, is reduced by one category (for example, a rifle type gas weapon can only shoot at PB and S range).

**Acid Attacks:** Some weapons, like Acid Sprayers, fire a cloud of caustic substances to chemically burn or consume the target. Such weapons are often very dangerous to the shooter as well as the target. Acid attacks must always be *Area Weapons*. On hitting, the damage roll is resolved by halving the PF of the target.

Flame, gas and acid are mutually exclusive attacks. They may also be with Sticky attacks.

The range of all acid attack weapons, except grenades, is reduced by one category (for example, a rifle type acid attack weapon can only shoot at PB and S range).

**Sticky Attacks:** Sticky attacks continue to damage the target after they have hit it. Once the target has been hit, roll a d6. On a roll of 3 or less, the attack has *stuck* and will affect the target during the *End Phase* of the next turn as well. Note that the effect of the attack is not inflicted automatically, but a new damage roll is necessary. Sticky attacks always affect the same location or building section they hit originally. On the next turn, the chance of the attack sticking again goes down by 1 (thus 2 or less on a d6) and so on until the chance is down to zero (after the third consecutive turn). Thus a sticky attack could try to inflict damage for a total of up to 4 times!

If the sticky weapon is also an *area weapon*, the template of the hit is left on the table-top for three turns, creating a *sticky field*. Anyone entering the area of effect has a chance of getting hit equal to the chance of the weapon

sticking that turn (i.e. 3 or less the turn the shot landed, 2 or less the second turn, and 1 or less the third turn).

Airborne models can pass over *sticky fields* without suffering the effects.

**Parabolic Trajectory Weapons:** although all projectile weapons have a parabolic trajectory due to the force gravity of the planet they are fired on, certain weapons, such as the mortar, are designed not to be fired directly at the target, but rather to be fired up in the air so that they will fall back on the target. This type of weapon does not need LOS to fire at a target, it only needs a *spotter* able to communicate the coordinates to the weapons team. The spotter needs to be able to communicate to the weapon crew. This can be achieved by communicators or if the spotter is within normal squad coherency distance of the weapon crew. The spotter must be an officer. To pass the co-ordinates the officer must *Impart an order* to the weapon crew. The normal DP roll is made and, if it succeeds, the weapon's crew may fire the weapon at the designated spot.

Indirect fire can only be used at the two highest range categories for the weapon (e.g. L and VL for Heavy weapons and VL and BF for Very Heavy Weapons). Under this range the weapon can only be fired at the target directly.

Parabolic Trajectory Weapons may not be used to attack a flying target flying at *High Altitude*.

If the weapon is fired to a target within LOS, then no spotter is needed as the weapon crew can work out the co-ordinates for themselves.

**Limited Use Weapons:** These are weapons that must either be recharged after firing or have a limited number of shots. While the weapon is recharging it cannot be used. Weapons are assumed to be at full charge at the beginning of the game. Single shot weapons can only be fired once during the battle.

If a weapon needs to be reloaded, the user must spend one action point reloading the weapon after a shot before being able to fire it again.

**Linked weapons:** two rifles, pistols or heavy weapons can be linked and fired as a single weapon. The model firing them must use a *Fire a heavy weapon* action. Both weapons fire at the

same target, but each shot is rolled for separately.

Due to the extra weight, such weapons must always be mounted on vehicles, robots or stationary gun platforms.

### Optional: Ammunition Rules

The use of ammunition rules is recommended only in the *small scale* game.

Any model rolling a 1 during a *firing* action runs out of ammunition. The shot is resolved as normal, but to fire the weapon again the model must spend one action point to *Reload* the weapon. Weapons that need recharging after each shot will not begin to recharge until reloaded. Weapons that always need reloading ignore this result.

Automatic Fire weapons roll multiple dice every time they fire. They run out of ammunition if *two* 1s are rolled. If *three* 1s are rolled, the weapon jams. The user must spend 2 action points to *Unjam* it before it can be fired again.

*Ammo Feed Links* allow accurate and constant monitoring of ammunition levels. Weapons equipped with ammo-feed links ignore out of ammo results. Jams still count as normal.

### Optional: Off-Table Support Weapons

All weapons with BL or greater range (that is, Very Heavy and Starcraft weapons mounted on orbiting spaceships), can be designated as Off-Table Support Weapons. In this case the weapon is not placed on the battlefield. Very Heavy weapons on the ground will use the great distance and the gravity of the planet to shoot a Parabolic Trajectory shot, while Starcraft weapons from low orbiting Spaceships will fire straight down at the planet or use a parabolic shot from orbit. In either case the weapons are fired using the rules for Parabolic Trajectory Weapons.

The spotter, or a model in the spotter's squad within squad coherency distance of the spotter, needs to be equipped with a long range comm-link and the spotter needs to *impart an order* (see **Officers** section) to transmit the co-ordinates to the firing base. The order needs to be imparted during the Discipline Phase of the turn. The shots will then be resolved during the End Phase of the turn.

Off-Table Support Weapons must always be Area Weapons. Since the shot is guided with the help of machines, always consider the **SS** equal to 6. On a miss, calculate the deviation distance as described for Area Weapons, then roll a d6 multiply the distance by the result. There is no maximum deviation distance.

### **Smoke Screens**

A smoke screen can be fired by the pilot or the gunner during its Action Resolution Phase without spending any extra actions. The smoke screen uses the special smoke screen template (see the **Templates**). The template lasts until the next action phase of the vehicle and blocks line of sight. If the smoke launcher is mounted on the body of the vehicle, place the black dot of the template 10 cm directly in front of the vehicle. If the smoke launcher is mounted on a turret, place the smoke launcher template 10 cm from the turret in the direction the turret last fired. If the gunner has any actions left it can spend one action point to turn the turret in any direction before firing the smoke launcher.

### **Optional: Firing while Hidden**

Any model firing a weapon while hidden will immediately lose its hidden status unless the model is firing a *Sniping Weapon*. These weapons are always equipped with *weapon stealth units* to avoid the shooter from being spotted when firing. Weapon Stealth units combine silencers and muzzle flash suppressors to eliminate most of the visual and auditory effects of the weapon's shot.

Weapons stealth units may also be fitted to *Rifles* and *Pistols*. This prevents the shooter from being spotted when firing from a hidden position. However, it does not turn the Rifle or Pistol into a Sniping Weapon and the other special rules for Sniping Weapons do not apply.



## Close Combat

Any model moving into base to base contact with another model may attack the model in close combat using an *Attack in close combat* action. A model that makes contact using a *Charge* action gets a free *Attack in close combat* action immediately.

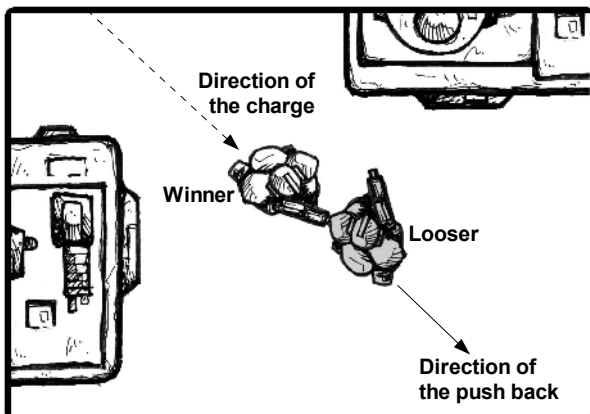
Enemy models in base to base contact can only attack each other using close combat weapons. They are considered to be engaged in close combat even if they have not yet attacked each other.

The close combat procedure is the following:

- The attacker rolls a d6 and adds any relevant weapon modifiers to the roll.
- If the result of the roll is equal to or greater than the attacker's **FA**, then the attacker scores a hit.
- If the unmodified roll is 1, then it is the defender that scores a hit on the attacker (**Strike Back**). Some situations prevent the defender from striking back (see below), in this case treat the roll as a miss.

The model that scores a hit is the winner of the combat round. If no hits are scored the round is a draw. The hit on the target is resolved as explained in the **Damaging the Target** section.

The winner may also choose to push the opponent back up to 5cm. If the winner has charged, then the direction of the push back follows a direct line from the charge. Otherwise the winner may choose the push back direction within its frontal 90° arc.



If there is no space for the pushed back to retreat to, the attacker may immediately strike a

second time without the need to spend any action points. These are not automatic hits however, the attacker still needs to roll to hit as normal, but the defender gets no Strike Backs. The winner of this second attack may not push back the loser.

Vehicles, buildings and any model with MV 0 may not be pushed back and models winning a combat round against them cannot strike a second time.

Models cannot be pushed out of the playing area. The push back ends at the edge of the playing area and the winner of the combat round gets no free strikes.

Troopers A and B are fighting in close combat.

Trooper A has a FA of 5 and is equipped with a knife (close combat weapon). Trooper A has just charged trooper B who has a FA of 6.

Trooper A rolls a 4 on the die, indicating a hit (4 + 1 for the range modifier of the CC weapon equals the FA of the attacker). Should he have rolled 1 on the die, he would have suffered a Strike Back from trooper B irrespectively of the weapon modifiers applicable to the roll.

Assuming trooper B survives, trooper A pushes trooper B back 5cm. During its next Action Resolution Phase, trooper B can attack trooper A in close combat.

### Multiple Attackers on One Model

It is possible for more than one model to team up to attack a single target. Resolve the attacks in sequence as if they were single attacks. The defender wins the combat round only if it scores more Strike Backs on the attackers than it receives hits. If not hits are scored then the round is a draw.

If the defender does manage to win the combat round, it may push back only a single opponent.

### Breaking Away from Close Combat

A model may break away from close combat if it wins a combat round (even if it does not cause any actual damage). In this case, the model may move away up to 10cm or up to its **MV** allowance, whichever is lower, instead of pushing back the opponent.

A model may also move away from close combat during its Action Resolution Phase instead of attacking. In this case the opponent has the option of making a free attack (no action points are spent) and the disengaging model cannot Strike Back.

### **Units in Close Combat**

When some of the models in a unit engage or are engaged in close combat, then all the other models in the unit must also engage in close combat or re-establish squad coherency distance as soon as possible.

However, if the attacked unit is *Routing*, then models attacked in close combat are ignored by their companions who keep running away.

### **Ferocious Models**

Certain creatures fight with such blind fury that they are likely to inflict damage even when they are the target of a close combat attack. Ferocious models Strike Back on a 1 or 2 when defending in close combat, instead of the normal 1. Only models with FA of 5 or better can be upgraded with this ability.

### **Models with No FA**

Models with a **FA** of 0 (e.g. vehicles, buildings) are hit automatically in Close Combat. The attacker just rolls to see if damage is caused.

### **Models with No Close Combat Weapons**

All models with a **FA** greater than 0 not specifically equipped with a close combat weapons can still be assumed to have a **Pen 0** weapon to strike with (a rifle butt, fist or something similar). They get no weapon bonuses to hit and they will not be able to Strike Back when defending.

### **Flying Models**

Airborne models can never attack or be attacked in close combat.

### **Flat Down Models**

Flat down models must get up before attacking in close combat. If they are themselves charged they get up automatically, but cannot Strike Back during the first attack.

### **Vehicles in Close Combat**

Vehicles can attack in close combat only if they have a FA higher than 0, like any other model.

They must also be equipped with a close combat weapon. When a vehicle attacks in close combat, it is the FA of the vehicle, not that of the pilot, which is used to determine the chance to hit.

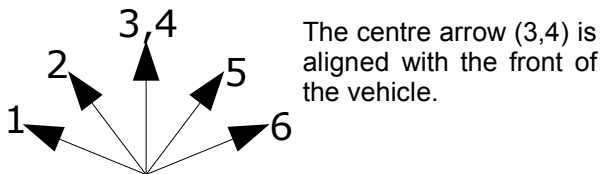
## Vehicles

Vehicles include all sorts of machinery designed to be operated by a pilot.

- All vehicles are subject to the following rules:
- Vehicles must have a pilot, which controls the vehicle as described in the **Vehicle Movement** section.
  - Vehicles pass all their DP tests automatically.
  - Vehicles are exempt from Discipline and Morale rules.
  - The vehicle itself always counts as having fully sealed and life supported armour. The same does not apply to any living creature carried unless the vehicle contains fully sealed and life supported crew compartments (see **The Point System**).

### 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. The direction is determined by rolling a d6 and using the following diagram:



Flying vehicles follow the same rules but they also risk changing altitude. To determine the change of altitude roll a d6:

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

### Flying Vehicles Altitude Change

If a flying vehicle is grounded, it will not go Out of Control.

## Crashes

If a ground vehicle crashes into another model or a terrain feature, treat this as an automatic hit with Pen equal to the PF of the obstacle.

The obstacle also receives an automatic hit with Pen equal to the PF of the vehicle. Roll for armour penetration and the location hit if necessary.

The following table gives some sample PF for various terrain features:

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

### PF for Terrain Features

If a flying vehicle crashes to the ground then roll d6 times on the just as if the armour of the vehicle had been penetrated by a weapon with Pen equal to the PF of the material it crashed into.

## Emergency Landing

If a flying vehicle is forced to attempt an emergency landing, the pilot must take a DP test; if the test is failed the Vehicle crashes to the ground, otherwise the pilot manages to soften the landing and the vehicle suffers damage for the crash as if it was a ground vehicle.

## Running Over Models

A vehicle or robot may deliberately crash into another model in an attempt to destroy or run over it. This costs no extra action points and is performed as part of the normal movement. Use the rules described for **Crashes**.

If the target model is an infantry unit, it may try dodge out of the way of the incoming robot or vehicle. For each model in the infantry unit roll a d6. On a roll of 3 or more the model succeeded in dodging out of the way and is moved to the side of the vehicle/robot. On a roll of 2 or less the model takes an automatic hit at the PF of the vehicle/robot.

## Robots

Robots fall into one of two categories: *slave* and *autonomous* robots.

Slave robots do not have an on-board control core; they are incapable of acting on their own. A *controller* equipped with a *robot control unit* must constantly give them orders. It must use a *Control Robot* action every turn to control the robot. This costs 2 action points. The controller can also decide to spend just one action point to instruct the robot to stay still and fire its weapons at the same unit targeted during the previous turn. No action points need to be spent to instruct the robot to do nothing at all.

No LOS is needed to instruct the robot.

The robot is subject to targeting rules as if the controller was personally firing the weapons mounted on the robot. An officer may impart an order to the controller to change the standard target.

If a controller is incapacitated during the battle the slave robot grinds to a halt immediately. Controllers cannot be replaced during the battle except by another controller of the same type of robot (who will then have to alternate between controlling its own robot and the new one).

Autonomous robots must be assigned one pre-battle order from the following list:

- **Destroy Target:** the robot is assigned a vehicle, robot or building to demolish. The robot will then try to destroy the target and, if necessary, any unit stationed at its defence. When the target is destroyed, the robot halts.
- **Take and Hold:** the robot must be assigned a building, installation or other piece of terrain to clear of enemy troops and then defend from further enemy incursions.
- **Support:** the robot is assigned a unit to support. The robot will stay within 10cm of the unit and use its weaponry to clear enemy units ahead (it always attacks the closest enemy unit). If the unit it is supporting is destroyed, the robot halts.
- **Defend:** the robot is assigned a piece of terrain to defend and will attack all enemy units approaching it.

Autonomous robots do not need a controller but may be assigned one to alter its programmed orders. If the controller is killed, the robot tries to

accomplish the last order given and then reverts to its pre-battle orders.

The controller may override the pre-battle order with a new order by spending 2 action points. The controller may also take direct control of the robot just as if the robot was a slave robot.

Autonomous robots follow the standard targeting rules for the weapons they carry.

All robots are subject to the following rules:

- A *Control Robot* action allows the robot controller or control core to move the robot (see **Robot Movement**) and fire all of the robot's weapons. Each weapon cannot be fired more than once. All targets must lie within a frontal 90° fire-arc.
- Robots pass all their DP tests automatically.
- Robots are exempt from Discipline and Morale rules.
- The robot itself always counts as having fully sealed and life supported armour. The same does not apply to any living creature carried unless the robot contains fully sealed and life supported crew compartments (see **The Point System**).

### Out of Control Robots

To determine the action taken by an out of control robot, roll a d6 on the following tables as appropriate.

D6 Roll	Slave Robot Action
1 – 3	Grinds to a halt
4 – 6	Repeats action performed during the previous turn

#### Out of Control Robot Slave 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 Autonomous Robot

If a flying robot grinds to a halt it will crash following the standard vehicle rules.

## Officers

Officers command units and armies. They have received special training in tactics and can impart orders to ordinary troops.

### Special Rules:

- **Rank:** the Rank indicates how high in the military hierarchy the officer has risen. The Rank of an officer instils discipline in the troops and is thus converted in a **Leadership Bonus**. When the officer is leading a unit and the latter has to make a DP test, then the unit receives a bonus to the die roll equal to the Rank of the officer. When an officer has to take a DP test on its own it uses only its DP score as normal.
- The Rank of an officer ranges from 1 to 4.
- An officer of Rank 1 must be associated to a single unit and may never leave it. For all purposes it is a member of the unit. These kind of officers are referred to as *Squad Leaders*.
- Officers of Rank greater than 1 can move freely on the battlefield and associate to any friendly unit. They can then act as officers for the unit unless another officer of greater rank is already leading the unit. To associate to a unit an officer must remain within normal squad coherency distance to the unit members.
- Only one officer at a time can confer Leadership Bonuses to a single unit.
- **Imparting Orders:** Officers can impart orders on the troops they lead by spending one action point per order. The troops must then make a DP roll modified by the Leadership Bonus of the officer to follow the order (see **Orders**).
- Officers should only be used in *large scale* games.

## Pilots and Gunners

Pilots and gunners make up vehicle crews (see **Vehicles**).

Pilots can control only one type of vehicle, while gunners can shoot only the types of weapons fitted on the vehicle they are normally assigned to.

## Robot Controllers

Robot controllers (see **Robots**) can control only one type of robot.

## Sharpshooters

Sharpshooters are specially trained individuals skilled in taking down single enemies. When firing with a sniping weapon, a Sharpshooter may fire on any model within range, ignoring standard targeting rules.

Equipping a model with a sniping weapon does not automatically turn it into a Sharpshooter. To benefit from this rule, the model must be armed with a sniping weapon *and* it must possess the Sharpshooter ability.

## Optional - Heroes

Heroes are unique individuals who are more likely to remain standing at the end of a fight despite performing various daring actions. To represent this the hero is given a **Heroic Save** ranging from 1 to 4.

The hero may attempt a **Heroic Test** by rolling a d6; the test is successful if the result is equal to or less than the Heroic Save.

The hero may attempt the Heroic Test at any time to achieve one of the following effects:

- Nullify a shot. If successful, the effects of the shot are nullified as if it never hit the hero. Sticky fields will stay in place but will not affect the hero during the current turn.
- Pass a failed DP test. If successful the test is considered passed.

Every time a hero attempts a Heroic Test, the Heroic Save is reduced by 1. If the save reaches 0 the hero cannot attempt Heroic Test any more for the duration of the battle.

The hero may attempt the test multiple times for the same situation, keeping in mind that the save will be reduced by 1 after each roll.

In addition, the hero may trade his Heroic Save for extra action points, with a maximum of two extra action points per turn. This reduces the Heroic Save accordingly and requires no roll.

A hero currently has a Heroic Save of 3. The player decides to use 2 points of Heroic Save to obtain 2 extra action points during the turn. Thus the hero will be allowed to use 4 action points during the turn, but the Heroic Save will be reduced to 1 for the remainder of the battle.

## Optional - Medics

Medics are specialists who possess enough medical knowledge and equipment to allow them to medicate a wounded trooper on the battlefield. Up to one medic may be included per squad (i.e. a unit of more than 1 model).

If you are using medics then leave all **OoA** troopers on the battlefield. If a medic manages to arrive to the trooper and spends 2 action points on the trooper during the battle, then remove the model from the battle but mark it as *Stabilised*. Stabilised models have greater chances of recovery after the battle.

## Discipline and Morale

### Discipline tests

When a model has to take a Discipline test, roll a d6 and compare the result to the **DP** of the model. The test is passed if the result is equal to or greater than the DP of the model.

Units take a single DP tests for all of its members using the most common DP score of the models in the unit. If there is a tie in the number of models having the same DP score, use the lowest score.

If the unit has an officer, then the **Rank** of the officer may be added to the roll.

A unit comprises five members, three have a DP score of 5, while the remaining two only have a DP score of 6. DP tests for the whole unit are taken assuming a DP score of 5.

Another unit comprises five members, two have a DP score of 5, another two have a DP score of 6 and the remaining model has a DP score of 4. DP tests for the whole unit are taken assuming a DP score of 5.

### Pinned

All non close-combat hits on an infantry unit count as a *Pinned* result on the unit.

If a unit receives in one turn one or more pinned results mark the unit as *Pinned*. During its next Discipline Phase the unit will have to take a DP Test. If the test is failed, the whole unit is Pinned for the rest of its turn. If the unit is already routing, then there is no need to roll, the unit is automatically pinned for the turn.

The effects of the Pinned result only last until the End Phase of the turn of the unit.

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.

## Routs and Rallies

If a unit loses more than a third of its current members in one turn then mark the unit as Routing.

During each Discipline Phase of the unit a DP test may be attempted to *rally* the unit if the unit is not *pinned* and is not within LOS of the enemy. If the test is passed then the unit has rallied, otherwise it is still routing for the turn. A rallied unit counts as pinned until the end phase of its turn. After that it may act as normal.

A unit of 8 models receives 5 casualties in one turn. The unit is marked as *routing* and as *pinned* (since all hits against the unit count as pinned results). During its next Discipline phase, the unit cannot take a Rally test because it is pinned. The unit must run away from the enemy. The unit ceases being pinned during the end phase of the turn. If it receives no hits and no pinned results before its next Discipline phase, the unit will be allowed a DP test to rally. Should the test succeed the unit will rally but will be considered pinned until the end phase of the turn.

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 as described in the **Squad Coherency** section.

## Orders

During their *Discipline Phase* officers may impart orders on the troops they lead by spending one action point per order. The troops must then pass a DP test modified by the Leadership Bonus of the

officer to follow the order. If the test is not passed the officer may repeat the order as long as it has enough action points left.

The following orders may be imparted by an officer:

- **Split Squad:** the officer may split a squad it leads. The different parts will then act as independent units. They may spontaneously rejoin into a single squad during one of their Discipline Phases if they are within squad coherency distance. They may do this without orders from an officer and without spending any action points. On a failed DP test the troops will be too busy in the heat of the battle to stop and reorganise the squad.
- **New Target:** an officer with rank 2 or more may command the unit to fire at a target different from the one imposed by the targeting rules. On a failed DP test the troops will ignore the order and follow standard targeting rules.
- **Communicate Co-ordinates:** the officer can transmit the co-ordinates of a target within its LOS to a single *Parabolic Trajectory* weapon crew or to an *Off-Table Support Weapon*. The officer must be able to communicate to the crew either using a communicator or by being within normal squad coherency distance to the unit. In the case of *Off-Table Support Weapon* the officer must use a *long range comm-link*. Using a long range comm-link costs a further action point. If another model is equipped with the long range comm-link then the other model will spend the second action point to send the co-ordinates for the shot. For this order, it is the officer who must take the DP test. A failed test indicates that the officer cannot obtain the resources for the support fire.

## Campaigns

If you are playing a series of interlinked battles in which each faction has access to a limited number of resources, you might want to determine how long wounded models will stay out of action and which vehicles and robots can be repaired.

### Surviving Models

In the large scale game, all models are considered OoA as a result of a damaging hit. In a small scale game, each model should be marked as OoA or Killed before being taken out of the battle.

Each player rolls to see if the wounded and OoA soldiers will recover sufficiently to fight again.

A wounded soldier will be combat ready again in a number of days equal to the roll of a d6 multiplied by two. On a roll of 6, however, the trooper has a permanent injury and will retain all the penalties described for the *Wounded* result in the damage section. When this happens, the trooper will normally retire and leave the campaign.

For each OoA model roll a d6 on the following table:

D6 Roll	Effect
1	The model is only wounded. Roll as for the Wounded result to see the number of days the soldier will be unavailable for battle.
2 – 3	Stays in intensive care for a number of days indicated by the roll multiplied by 2. After that the soldier is considered wounded. Roll as for the Wounded result to see the number of days the soldier will be unavailable for battle.
4 – 5	Stays in intensive care for a number of days indicated by the roll multiplied by 3. The model has also received permanent injuries that will stop it from fighting again.
6	Dies in intensive care.

#### OoA soldier recovery table

Modify the roll by -1 if the model was *Stabilised* during the battle by a medic.

Modify the roll by +1 if no medical facilities are available to treat the model. Furthermore, double all healing times.

The OoA models of the army not retaining control of the battlefield are at the mercy of the other faction. The player of the side controlling the

battlefield may decide whether to kill all the OoA troopers, whether to take them as prisoners and whether or not to allow them the use of medical facilities for recovery. Wounded soldiers are assumed to escape and return to their lines.

### After Battle Repairs

In a series of inter-linked battles where equipment cannot be easily replaced it is useful to determine what can be repaired or salvaged after the battle.

Each item or location that *malfunctioned* during the battle can be repaired in a number of days equal to the roll of a d6. However, if the roll is 6, the item cannot be repaired at all and it can only be used for *salvage* as explained below.

Each item or location that was *disabled* during the battle can be repaired in a number of days equal to the roll of a d6 multiplied by 2. However, if the roll is 4 or more, the item cannot be repaired at all and it can only be used for *salvage* as explained below.

*Destroyed* items or locations cannot be repaired. They can only be used for *salvage*.

Each destroyed item and each item that cannot be repaired can be *salvaged* and used to repair one other similar item or, in the case of locations, the same location on another vehicle/robot. Each *salvage* subtracts 1 from the repair roll of the other item. Multiple *salvages* can be used to repair single items, adding up the bonuses. However, each salvage committed this way is only good for one repair roll only. If the roll is failed only the item that was being repaired can be used again as *salvage*. If thanks to salvage the repair roll is reduced to less than 1, consider it as 1.

Buildings can be repaired or rebuilt in a number of days determined by the gravity of the damage:

- *Pierced* sections can be repaired in one day.
- Partially collapsed sections can be repaired in d6 + 6 days.
- Destroyed sections must be rebuilt. This is probably not practical during the course of the campaign.



## The Point System

The Combat Action point system will hopefully provide you with a way to create your armies and field them in such a manner that the outcome of the battle will be decided (mostly!) by the strategies you use on the battlefield. Like all point systems it can be abused to build the ultimate weapon and model. However, if this is the style of play you prefer you probably don't even need a point system. On the other hand, an all powerful weapon or extraordinarily tough model could be the focus of a special scenario. If you are setting up a campaign or play regularly against different opponents, it is recommended that you apply the suggested restrictions.

### Point Formulas

The cost of each model or weapon is calculated on the basis of the sum of the individual costs of the statistics of the model or weapon plus any modifiers for special effects and any multipliers.

**Multipliers are always applied after all individual costs and modifiers have been added or subtracted.**

The abilities of every item and creature are divided into **basic** and **special**. Basic abilities are the ones which modify the numeric profile of the creature and/or item, while **special** abilities are the ones which invoke special rules when used (for example, flame weapons or armour life support).

### Basic Cost of Creatures

The basic cost for a creature with the basic profile of an untrained human is 5 points:

MV	SS	FA	PF	DP
10	6	6	0	6

The profile can be modified at the following costs:

- +1 point for every point of **M** above 10;
- -1 point for every 2 points of **M** below 10;
- +5 points to lower **SS** by 1;
- -3 points to take the model to 0 **SS** (no ranged attack capability);
- +5 points to take **SS** from 0 to 6;
- +3 points to lower **FA** by 1;
- -3 points to take the model to 0 **FA** (no close combat attack)..
- +5 points to take **FA** from 0 to 6;

- +2 points for decrease **DP** by a 1 (minimum of 1);
- -2 points to take the model to 0 **DP**.

The cost of increasing the **PF** is given in the following table:

PF:	1	2	3	4	5
Cost:	2	4	7	10	14

Living creatures cannot have a **PF** greater than 5.

The minimum cost of a creature is 2 points no matter how low its profile is.

- If the **MV** of a model is 0 then the model may never move.
- A model with a **MV** of 20 or more must be built using the Vehicle or Robot rules (see below).
- The lowest possible value for **SS** and **FA** is 2. However, to maintain game balance, keep the **SS** and the **FA** of the models at 4 or more.
- A **SS** of 0 means that the model may never use ranged weapons.
- A **FA** of 0 means that the model may never attack or defend in Close Combat;
- A **DP** of 0 means that the model is incapable of acting without the control of an officer; the officer must impart it orders every turn.
- The lowest possible value for **DP** is 2.
- A model classified as a **small target** cannot have a PF greater than 3 and can only be equipped only with close combat or pistol weapons.

A trained human trooper has the following profile:

MV	SS	FA	PF	DP
10	6	5	0	5

this translates to a cost of 5, +3 for the FA of 5, and +2 for the DP of 5. The total is 5+3+2=10

A human veteran has the following profile:

MV	SS	FA	PF	DP
10	5	5	0	4

this translates to a cost of 5, +5 for the SS of 5, +3 for the FA of 5, and +4 for the DP of 4. The total is 5+5+3+4=17

Similarly, a Wretchling with the following profile:

MV	SS	FA	PF	DP
12	6	6	0	6

would come to the cost of 5, +2 for the MV of 12. This comes to a total of 5+2=7.

### Vehicle/Robot Armour

Vehicles and Robots can increase their **PF** above 5. Each additional point of PF costs 5 points.

PF 8 costs  $14 + 5 + 5 + 5 = 29$  points.

### Special Abilities of Armours

**Life Support:** Full +4 points (per person in case of vehicles/robots/buildings), Partial +2 points (per person in case of vehicles/robots/buildings).

Powered Combat Exo-Skeletons have a PF of 4, are fully sealed and life supported. They cost 10 points for the PF plus 4 points for the full life support for a total of 14.

### Basic Cost of Weapons

The basic cost of a weapon and its basic **Pen** is determined for the type of weapon. Each weapon can be upgraded by multiplying the final cost by 1.5 or by 2 to increase the **Pen** as indicated on the table below.

Weapon	Cost	Pen	Pen at Cost X1.5	Pen at Cost X2
Pistols	2	0	1	2
Rifles	4	0	1	2
Sniping	8	0	1	2
Assault	4	0	1	2
Grenades	2	1	3	5
Heavy	16	3	5	7
Very Heavy	30	6	8	10
Close Combat	1	0	1	2
Heavy Close Combat	6	3	4	5
Starcraft	70	10	25	40

### Basic Cost of Weapons

A Combat Rifle is a rifle weapon and has Pen 1. It costs 6 points.

### Special abilities of Weapons

**Flame Attacks:** Flame attacks have Pen 0 and have a cost of +5. If the basic Pen for the weapon category is greater than 0 it is still counted as 0.

A Flamer is a rifle weapon with Pen 0 and uses a flame attack. The cost of the Flamer is  $4 + 5$  for the cost of the flame attack,  $\times 2$  for an area of effect of 3cm radius. The total cost is  $(4+5)\times 2=18$  points. Remember that, being a flame weapon, its maximum range will be reduced by one category.

**Poison Gas Attacks:** Inhaled +2 points. Absorbed +4 points.

**Acid Attacks:** Acid attacks have Pen 0 and have a cost of +5. If the basic Pen for the weapon category is greater than 0 it is still counted as 0.

**Grenades:** The point cost covers a stock of 5 grenades which must be assigned to a *single* model.

**Sticky Attacks:** sticky attacks have a cost multipliers of  $\times 2$ .

**Area of Effect:**  $\times 2$  multiplier for each 3cm of blast radius (e.g. 6cm radius equals  $\times 2 \times 2 = \times 4$  and 9cm radius equals  $\times 2 \times 2 \times 2 = \times 8$ ). The maximum area of effect for each type of weapon is indicated in the table below:

Weapon	Area of Effect (radius in cm)
Pistols	0
Rifles	3
Sniping	0
Assault	3
Grenades	6
Heavy	9
Very Heavy	12*
Close Combat	0
Heavy Close Combat	0
Starcraft	15*

### Maximum Area of Effect of Weapons

\* For most games we recommend that the radius of the area of effect does not exceed 9cm.

A Napalm Grenade uses a flame attack, has Pen 0 (even if the basic Pen of a grenade is 1), is a sticky attack and has an area of effect of 3cm radius. The cost of the grenade is 2, plus 5 for the flame attack,  $\times 2$  for the sticky attack,  $\times 2$  for the 3cm radius area of effect. The total cost is  $((2+5)\times 2)\times 2=28$  points.

A grenade launcher firing napalm grenades would not follow grenade rules. It would be a rifle

weapon with Pen 0, flame attack, sticky attack, area of effect 3cm. The cost is 4 points, plus 5 points for the flame attack, x2 for the sticky attack and x2 for the area of effect. The total cost of  $((4+5) \times 2) \times 2 = 36$  points.

A nerve gas grenade has Pen 3 and is an absorbed gas attack with an area of effect of 6cm radius. The cost the grenade is 2, +4 for the absorbed gas attack, x 1.5 for the Pen of 3 and x4 for the area of effect. The total cost is  $((2+4) \times 1.5) \times 4 = 36$  points and it follows grenade rules.

**Automatic Fire Weapon:** x2 cost multiplier.

**Targeting Bonus:** +5 points per +1 Bonus.

**Parabolic Trajectory Weapon:** x1.5 cost multiplier.

**Limited Use Weapons:** Multiply the cost of the weapon as follows:

- Needs to be charged for 1 turn after firing: x0.75
- Needs to be reloaded (costs 1 action point) after each use: x0.75
- Single shot weapon : x0.50

A single grenade (instead of the usual 5) with Pen 1 and an Area of Effect with radius 3cm would cost:  $(3 \times 2) \times 0.5 = 3$  points.

**Off-Table Support Weapons:** x2 cost multiplier. There is no need to buy the weapon crew. All Spotters must have access to a Long Range Comm Link to send co-ordinates for the shot.

**Limited Maximum Range:** Reduce the maximum range of the weapon by one category: x0.75. For weapons using flame, acid or gas attacks the total reduction will be 2 range categories, since these attacks already have reduced ranges.

**Linked weapons:** The cost is simply the sum of the two separate weapon costs. Due to the extra weight, such weapons must always be mounted on vehicles, robots or stationary gun platforms.

## **Special Weapons**

**Tank Buster:** These are special explosives designed to stick to the armour of a vehicle or robot. It must be primed like a grenade, then it must be attached to the vehicle or robot with a successful close combat attack. It will explode at the end of the next Action Resolution Phase of the model that placed it. Cost 10pts, Pen 10, Single Use, Range 0, Area 3cm. The centre of the explosion is always considered to be on the target.

**Demolition Charge:** This is an extremely powerful explosive used to demolish buildings. It takes 2 actions to set and includes a control unit that allows a single trooper to set off the charge at a distance up to 30cm. This takes 1 action. Cost 100pts, Pen 15, Single Use, Area 6cm Radius, Range 0.

## **Other Items**

**Communicators:** 2pts each.

**Ammo Feed Links:** 3pts per weapon.

**Portable Long Range Comm Links:** 10pts each.

**Robot Control Unit (Range 30cm):** 5pts each.

**Weapons Stealth Units (Rifles and Pistols only):** 2pts per weapon.

**Remote Detonator (for demolition charges – Range 60cm):** 5pts.

## **Officers**

Officers must buy their rank at 2 points per rank level (1 to 4).

The total cost of an officer (including equipment and any other special ability) is subject to a x2 modifier.

## **Sharpshooters**

Sharpshooters cost +5 points per model, in addition to the standard cost of the creature and its equipment.

## **Heroes**

Heroic saves are bought at the cost of 5 points per +1 (up to +4 maximum).

## **Medics**

A medic costs 5 points including its medical kit in addition to the normal cost of the model. Since medics are only useful in campaigns, the point cost for medics should not be paid in one-off battles.

### Ferocious Troops

Ferocious creatures cost +4 points. A model can only be upgraded with this ability if its FA is 5 or better. Only one ferocious unit is allowed per army.

### Flying Models

All flying models (including infantry, vehicles and robots) must multiply their total cost (including equipment) by 1.5.

### Pilots and Gunners

Pilots and gunners cost no extra points, but must be assigned to a vehicle.

### Robot Controllers

Robot controllers cost the normal point cost for the model plus the cost of the robot control unit.

### Robots

The basic cost of a robot is 5 points for a *slave* robot with the following profile:

MV	SS	FA	PF	DP
10	6	0	0	0

Profile enhancements are paid for at the same cost of standard creatures. However, the DP of the robot may not be improved; the robot is not autonomous and needs to be controlled by a model equipped with a robot control unit.

An *autonomous* robot has a basic cost of 15 points and has the following profile:

MV	SS	FA	PF	DP
10	6	0	0	1

The DP of an autonomous robot cannot be altered. All the other stats may be modified using the standard rules.

### Vehicles

The basic cost of a vehicle is 5 points for a ground vehicle with the following profile:

MV	SS	FA	PF	DP
10	0	0	0	0

The DP and SS of a vehicle cannot be altered. All the other stats may be modified using the standard rules. The maximum MV for a ground vehicle is 30cm.

The vehicle also needs to have at least one pilot. Vehicles without pilots are robots and should be built using the standard robot rules.

### Equipment for Robots and Vehicles

**Transport Ability:** Transport ability must be bought per crew member including the pilot at the following costs:

- Riding fully exposed: 2pts per person.
- Riding partially exposed: 4pts per person.
- Riding inside vehicle: half the cost of the vehicle's PF per person. (with a minimum of 4pts per person).
- Full Life Support if riding inside vehicle: as above plus 2pts per person.

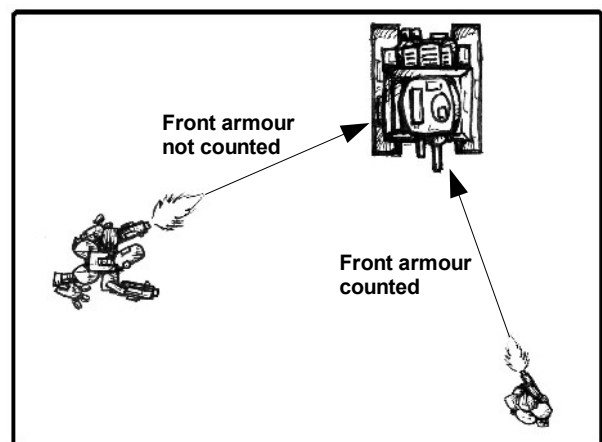
Note that vehicles must include space for at least one crew member (the pilot).

**Advanced Robot Control Unit:** Cost 15pts. Allows robots to be controlled at a range of up to 60cm.

**Communicators:** 2pts each. Communicators mounted on vehicles are available to any one crew member at a time and may not be taken off the vehicle.

**Long Range Comm Links:** 10pts each. Comm Links mounted on vehicles are available to any one crew member at a time and may not be taken off the vehicle.

**Front Armour:** A vehicle may increase the PF of its front armour only by 2 at the cost of 5pts. This may be done once only. The increased PF applies only against shots hitting the vehicle within the vehicle's front.



**Ammo Feed Links:** 3pts per weapon.

**Turrets and Side Mountings:** Turrets can be fitted on vehicles to allow a 360° fire arc with the weapons mounted on them. Turrets cost no extra points, but each turret requires a separate gunner model that must be bought at the normal cost. Side mountings on vehicles allow a 180° fire arc to the side of the vehicle and require a separate gunner like turrets.

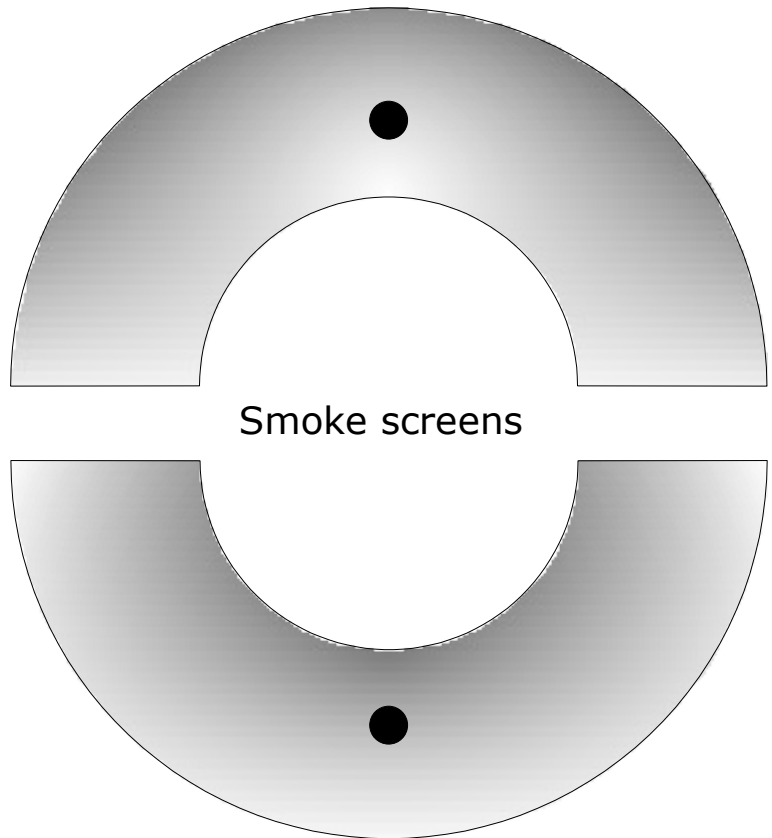
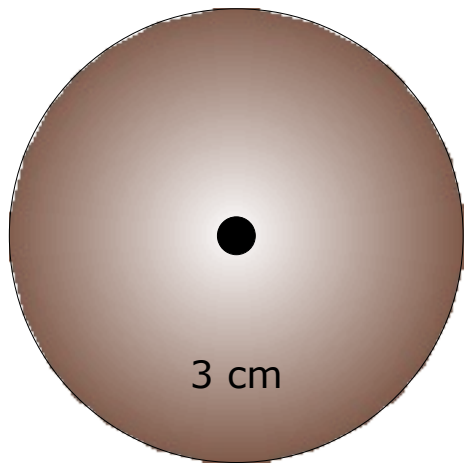
**Smoke Screens:** A smoke screen can be fitted on a vehicle for the cost of 10 points. Up to two smoke screens can be fitted on a single vehicle and they can be mounted on turrets in addition to the main weapons.

### ***Optional: Fortifications***

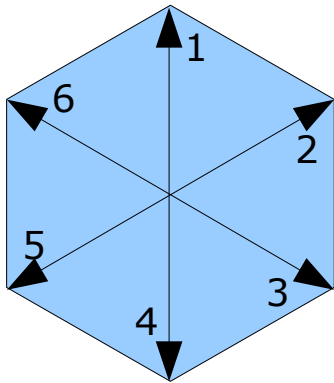
If agreed by both players, each side can buy fortifications for their troops. These fortifications must be placed inside the respective deployment zones and can house troops at the start of the game. The cost of the fortifications, and the PF bonus they confer, is as follows;

- Trench: 5pts per model it can contain.  
Provides partial cover,
- Bunker: Cost: 10pts per model it can contain.  
Provides slit cover.

# Templates



## Scatter template



## Out of control vehicles and robots

