

KOG *light*

Welcome! KOG *light* is a fast-paced, interactive skirmish battle game among KOGs: armored battlesuits (“Knight Operations Gear”) armed with a variety of heavy weaponry ranging from automatic cannon to massive cleaving blades! A small skirmish between a handful of miniatures per side should take an hour or so.

Battle Preparations

Opposed forces gather for the battle!

Miniatures

KOG *light* is miniatures battle game, in which each side prepares a selection of miniatures from their collection. KOG *light* is designed for 1/144 scale armor and “12mm” infantry. All miniatures are assumed to be on bases of diameter half to double the height of the miniature.

Combat Units

Forces are typically grouped into units of like type, although specialist and command units may consist of just a single armor model or base of infantry. Whether a single model or more, actions affecting a unit apply to every model in that unit.

Support Equipment

In order to play, a tape measure and a few dice are required.

Distances in KOG *light* are measured in inches (“), measured from the closest point of one model’s base to the closest point of another model’s base. Models are assumed to be dynamically leaning, crouching or otherwise acting within the area of their base.

KOG *light* uses standard 6-sided cubic dice, referred to as “d6” dice, as results range from 1 up to 6. A 1 is an automatic failure, while a 6 is an automatic success. Sometimes the rules will direct you to re-roll a die, in which case, simply rolls the appropriate die again. If directed to re-roll both successes and failures, the re-rolls cancel out, and the original result stands. Regardless, no die may be re-rolled more than once.

Field of Battle

Battles in KOG *light* can be fought across worlds and landscapes ranging from cratered urban ruins, to vast undulating deserts, to thickly canopied jungle and forest, as varied as one’s imagination.

Each battlefield is created from the scenery that you place upon your playing area, any flat surface such as a table or even the floor. A table at least 4 feet wide and 3 feet deep gives sufficient area to deploy and maneuver.

Scenic Terrain

Scenic terrain that hinders movement and/or obstructs line of sight often provide for a richer tactical game:

- **Rough Ground**– movement is halved (e.g. 1” = 2”)
- **Soft Cover** – re-roll successful shooting hits.
- **Hard Cover** – as Soft Cover; and also re-roll successful damage.
- **Opaque** – blocks line of sight completely.

A couple terrain features per 2-foot square are a good starting point, and a can be randomly selected by the result of a d5 roll according to the following table:

- [1] 1 terrain feature
- [2] 2 terrain features
- [3] 3 terrain features
- [4] no terrain features
- [5] 1 or 2 terrain features
- [6] up to 3 terrain features

Players alternate placing terrain features and agree upon any battlefield effects before proceeding.

Order of Battle

With forces ready and field prepared, the forces take the field to engage the enemy.

Attacker and Defender

Before setting up their armies, both players roll a die, rolling again in the case of any ties. The player that rolled higher chooses whether they will take the role of Attacker or Defender.

The Defender divides the battlefield into equal halves and chooses either half as their territory; the Defender then places their forces in their territory, more than 12” from enemy territory.

Deployment and Objectives

After the Defender finishes deploying their units, the Attacker places their forces in their territory, more than 12” from enemy territory.

When all forces have been placed, each player then designates a model to be Commander of their forces and places an Objective marker in their territory; if a player takes and holds the enemy objective for consecutive turns, they score a Major Victory.

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Game Turns

A game of KOG *light* is played as a series of game turns, each composed of two player turns. In the first game turn, the Attacker takes the first player turn, then the Defender takes their turn. In subsequent turns, the players dice off, with ties going in favor of whichever player went second in the previous game turn.

Player Turns

Each player turn consists of the following steps:

- [1] **Movement** – move units about the battlefield
- [2] **Fighting** – attack with assault weapons
- [3] **Shooting** – attack with ranged weapons
- [4] **Morale** – assess the impact of any casualties

After the first player completes their turn, the second player starts their turn. When the second player completes their turn, the game turn is over.

[1] Movement

Select any one of your units and move each model in that unit. When finished moving the desired models in that unit, select a different unit and move those models, repeating until all desired units have been moved. After movement is complete, each model unit must finish within 2" of another model in that same unit. No model or unit can be moved more than once during Movement.

Combat Move – A model can be moved in any direction by whatever path desired, over any distance up to a number of inches equal to its Move limit. A model can move vertically at half rate (i.e. 1" vertically counts as 2" of horizontal movement). A model may also move through friendly models at half rate, but cannot end its move with its base overlapping the base of another model.

Speed Move – If not moving within 1" of any enemy model, a model can move twice as far along flat ground (< 1" vertical), but will not be able to Fight or Shoot for the rest of the turn.

Assault Move – If planning to engage the enemy in close combat, the unit may add +d5" to its movement and attempt to move models within 1" of any enemy models it can see. Upon moving within 1" of an enemy model, a model must stop moving, but may then immediately roll 1 attack against any enemy model within 1" using any assault weapon equipped.

[2] Fighting Assault

Any unit with any models within 1" of any enemy models may attack any of those models. The player whose turn it is selects a unit to attack with, then the other player selects a unit to attack with, until all units on both sides have attacked once. No model or unit may make more than one assault attack per Fight, nor if it made a Speed Move.

Each model in the unit attacks with any of its weapons, against any enemy models within range. A unit may attack multiple enemy units, but individual models always attack a single enemy model.

[3] Ranged Shooting

Any unit with models more than 1" from any enemy models may attack with a ranged weapon. Select any unit. Each model in the unit may attack an enemy model with one ranged weapon. When finished making ranged attacks, select a different unit to shoot with, until all desired units have shot. No model or unit may make more than one ranged attack per player turn, nor if it made an Assault Move or Speed Move.

Take and Hold Objective

Instead of Shooting, a unit with a model within 1" of an Objective may take and hold it.

[4] Assess Morale

Any unit losing more than half of the models it started the turn with must test morale by rolling a d5 against the Command stat.

- If the result is equal to less than the Command stat, then no further action is taken and the unit continues on unaffected.
- If the result exceeds the Command stat, then one model is Shaken for each point that the result exceeds the Command stat. Shaken models may not Move or Shoot next turn, but will continue to Fight if engaged in an assault.

Victory!

At the end of each game turn, check for victory:

- **Major Victory**– a player has taken and held the opponent's Objective for consecutive turns.
- **Minor Victory**– a player's opponent has no units remaining on the board.
- **Draw** – both players have taken their Objective; or neither player has any forces remaining.

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Combat Resolution

Combat resolution follows the same basic process, for both Close Assault and Ranged Shooting:

- [1] Determine Hits by Attacks or Shooting;
- [2] Resolve Damage, see if Crippled or Destroyed.

Close Assault Attacks

In Close Assault, a model may select any weapon to fight against any enemy model within 1" of it. Roll a d6 for each Attack; each result that is at least equal to the target number may cause 1 hit on the target model.

Critical Hit – if the die result is a 6 when needing 5+ (or lower), the target model receives 2 hits.

Line of Sight

Line of Sight is required for one model to shoot at another model; models cannot be targeted without Line of Sight.

Line of Sight – exists if one can draw an unobstructed line from any portion of the shooter's weapon to the entire width and height of the target model.

Partial Line of Sight – exists if one can draw an unobstructed line from any part of the shooting model to any part of the target model, including its weapons. The shooter counts as having Line of Sight, but the target counts as having Soft Cover.

Sensor Lock – exists if any part of the target model is within 12" of the shooting model, and is treated as Partial Line of Sight.

Forward Observer – a friendly Recon model may provide Line of Sight, Partial Line of Sight or Sensor Lock on behalf of a shooting model firing Indirect.

Ranged Shooting Attacks

A model may select any weapon to fight against any enemy model within the specified range and Line of Sight. Roll a d6 for each Shot; each result that is at least equal to the target number causes 1 hit on the target model.

Stationary Fire – if the shooting model did not move, it may re-roll any failed hits.

Friendly Fire – when firing ranged weapons at an enemy model within 1" of any friendly models, any shot results of a 1 hit a friendly model instead.

Critical Hit – if a direct fire die result is a 6 when needing 5+ (or lower), the target model receives 2 hits.

Special Weapons

Some weapons provide enhanced capabilities:

Indirect – Indirect fire does not require direct Line of Sight of the firing model, only that the target model be within range; however, target models count as having Hard Cover.

Piercing – Piercing scores a Critical Hit when exceeding the minimum value required to hit (e.g. 4+ needing 3+).

Spray – Place the teardrop template with the narrow end touching the base of the firing model, and roll an attack against each model wholly or partially under the template, whether friendly or enemy.

Blast – On a successful hit, any models partly or wholly within half the blast diameter also suffer 1 hit, whether friendly or enemy. A circular template may be used to determine blast area.

Defense

Defense allows models to survive hits by dodging, Electronic Countermeasures (ECM), intervening cover or heavy armor. After a model has been hit, roll a d6. Each result that is greater than the target's Defense results in damage removing 1 hull point.

Catastrophic Damage – if the result is a 6, instead remove 2 hull points of damage.

Crippled – if reduced down to 1 hull, the model is Crippled, may not Speed Move, and must re-roll any successful attacks or shots. Visibly mark the model as crippled with white cotton smoke.

Destroyed – if reduced down to 0 hull, the model is Destroyed, but provides Hard Cover. Visibly mark the model as a destroyed with black cotton smoke, or replace it with a destroyed Wreck marker.

First Priorities

Some units will specify rules or abilities that conflict with the core rules given above; where the rules conflict, a unit-specific rule has priority over the basic rules.

Conflicts Resolution – KOG *light* may not cover every situation that may occur, and players are expected to work out a resolution to any disagreement. If at an impasse during the heat of battle, players should flip a fair coin in order to move on, then find a mutually agreeable solution afterward.

Have fun, and may luck be ever on your side!

Army Lists

Unit Description

A typical unit description contains the following:

<p>Tactical Cadre</p> <ul style="list-style-type: none"> • 1 Command Jaeger • 3-6 Jaegers <ul style="list-style-type: none"> □ 0-1 Blitz Jaeger <i>upgrade</i>

Name – the name of the unit

- Individual model(s) (may be optional);
 - Optional upgrades to individual models

The tactical cadre above consists of a Command Jaeger leading 3 to 6 Jaegers, one of which may have been upgraded to a Blitz Jaeger.

Model Description

A typical model description contains the following:

<p>Jaeger (6 pts. ea.)</p> <table border="1"> <tr> <td>5" Move</td> <td>3 Hull</td> <td>2 Defense</td> <td>6+ Command</td> </tr> </table> <ul style="list-style-type: none"> • Autocannon: 2 Shots (24" 4+) • Combat Blade: 1 Attack (4+) <ul style="list-style-type: none"> □ Rocket Pod: 2 Shots (24" 4+) 	5" Move	3 Hull	2 Defense	6+ Command
5" Move	3 Hull	2 Defense	6+ Command	

Name (cost) - the model name and its cost

Characteristics – how fast, durable, tough, and disciplined the unit is.

Equipment – which weapons are included, and how effective they are.

- multiple-use equipment (may use once per turn)
 - single-use equipment (only use once per game)

The Jaeger above can move 5", is armed with an autocannon for ranged fire, and has a combat blade for fighting assaults; once per game it may fire its rocket pod.

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Southern Army

The Southern Force is typical of KOG armies, representing the standard force dispositions commonly seen in the field.

Southern Platoon

A Southern Army consists of a number of Tactical Platoons as its primary organizational block:

1+ Tactical Platoon

- 1+ **Tactical Cadre**:
 - 0-1 **Strike Cadre** per Tactical Cadre
 - 0-1 **Recon Cadre** per Tactical Cadre
 - 0-1 **Fire Support Cadre** per Tactical Cadre

Within each Tactical Platoon, up to 2 non-Tactical Cadres may be taken for each Tactical Cadre in the army.

Southern Cadres

Individual Southern KOG units are composed as follows:

Tactical Cadre

- 1 Command Jaeger
- 3-6 Jaeger
 - 0-1 FlammJaeger *upgrade*

Strike Cadre

- 0-1 King Cobra
- 2-4 Black Mamba
- 0-2 Jaeger
 - 0-1 Blitz Jaeger *upgrade*
 - 0-1 FlammJaeger *upgrade*

Recon Cadre

- 0-1 Black Mamba
- 3-6 Iguana
 - 0-2 Iguana Gunner *upgrade*

Fire Support Cadre

- 0-1 King Cobra
- 1-2 Spitting Cobra
- 0-2 Support Cobra
- 0-2 Jaeger

Individual units may select and/or upgrade their member KOGs as desired, subject to the limitations above.

Southern KOGs

Southern KOG models include the following:

Jaeger (6 pts. ea.)

5" Move	4 Hull	2 Defense	6+ Command
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- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 1 Attack (4+)
 - Rocket Pod: 2 Shots (24" 4+)

Command Jaeger (+1 pt.) – *gain +1 to Command*

Blitz Jaeger (+2 pts.) – *replace Rocket Pod with*

- Anti-Tank Missile: 1 Shot (72" 2+) *piercing*

FlammJaeger (+0 pts.) – *replace Autocannon with*

- Flamethrower: 1 Spray (4+)

Black Mamba (11 pts. ea.)

6" Move	3 Hull	3 Defense	5+ Command
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- Autocannon: 2 Shots (24" 3+)
- Combat Blade: 1 Attack (3+)
 - Rocket Pod: 2 Shots (24" 4+)

Iguana (9 pts. ea.)

6" Move	3 Hull	2 Defense	5+ Command
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- Paragun: 2 Shots (12" 4+); *gain+1 Attacks*
- Combat Blade: 1 Attacks (4+)
 - Rocket Pod: 2 Shots (24" 4+)

Iguana Gunner (+1 pt.) – *replace Paragun with*

- Autocannon: 2 Shots (24" 3+)

Spitting Cobra (13 pts. ea.)

4" Move	4 Hull	3 Defense	5+ Command
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (4+)
 - Rocket Pod: 2 Shots (36" 3+)
 - Rocket Pack: 1 Shot (48" 3+); *indirect 5" blast*

Support Cobra (+1 pt.) – *replace Rocket Pack with*

- Howitzer: 1 Shot (96" 2+); *indirect 3" blast*

King Cobra (18 pts. ea.)

4" Move	4 Hull	4 Defense	4+ Command
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- Heavy Cannon: 2 Shots (36" 2+) *piercing*
- Combat Blade: 2 Attacks (3+)
 - Rocket Pod: 2 Shots (36" 3+)

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Northern Army

The Northern Force is typical of KOG armies, representing the standard force dispositions commonly seen in the field.

Northern Platoon

A Northern Army consists of a number of Tactical Platoons as its primary organizational block:

1+ Tactical Platoon

- 1+ **Tactical Squad**:
 - 0-1 **Strike Squad** per Tactical Squad
 - 0-1 **Recon Squad** per Tactical Squad
 - 0-1 **Fire Support Squad** per Tactical Squad

Within each Tactical Platoon, up to 2 non-Tactical Squads may be taken for each Tactical Squad in the army.

Northern Squads

Individual Northern KOG units are composed as follows:

Tactical Squad

- 1 Headhunter
- 3-6 Hunter

Strike Squad

- 3-5 Jaguar
- 1-2 Hunter

Recon Squad

- 2-4 Cheetah
- 0-1 Jaguar
- 1-2 Ferret

Fire Support Squad

- 2-3 Grizzly
 - 0-1 Kodiak *upgrade*
- 0-1 Jaguar
- 0-2 Hunter

Individual units may select and/or upgrade their member KOGs as desired, subject to the limitations above.

Northern KOGs

Northern KOG models include the following:

Hunter (6 pts. ea.)

5" Move	3 Hull	2 Defense	6+ Command
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- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 1 Attack (4+)
 - Rocket Pod: 2 Shots (24" 4+)

Headhunter (+1 pt.) – *gain +1 to Command*

Jaguar (10 pts. ea.)

6" Move	3 Hull	3 Defense	5+ Command
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- Autocannon: 2 Shots (24" 3+)
- Combat Blade: 1 Attack (3+)
 - Rocket Pod: 2 Shots (24" 4+)
- **Command Jaguar** (+1 pt.) – *gain +1 to Command*

Cheetah (9 pts. ea.)

7" Move	3 Hull	2 Defense	5+ Command
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- Paragun: 2 Shots (12" 4+); *gain+1 Attacks*
- Combat Blade: 1 Attacks (4+)
 - Rocket Pod: 2 Shots (24" 4+)

Ferret (5 pts. ea.)

8" Move	2 Hull	1 Defense	6+ Command
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- Paragun: 2 Shots (12" 4+); *gain+1 Attacks*
- Combat Blade: 1 Attacks (5+)
 - Rocket Pod: 2 Shots (24" 5+)

Grizzly (14 pts. ea.)

4" Move	4 Hull	3 Defense	5+ Command
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (4+)
 - Rocket Pod: 2 Shots (36" 3+)
 - Rocket Pack: 1 Shot (48" 3+); *indirect blast*

Kodiak (19 pts. ea.)

4" Move	4 Hull	4 Defense	4+ Command
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- Autocannon: 2 Shots (36" 2+)
- Combat Blade: 2 Attacks (4+)
 - Rocket Pod: 2 Shots (48" 2+)
 - Anti-Tank Missile: 1 Shot (72" 2+)*piercing*