

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.

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.

The Art of Diplomacy – KOG *light* may not cover every situation; players are expected to find a mutually agreeable resolution to any disagreement.

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 appropriately-sized round 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 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 - KOG *light* measures distance in inches (”), 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.

Dice - 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.

Re-roll Dice – Sometimes the rules will direct you to re-roll a die, so simply roll the appropriate die again for a new result. If directed to re-roll both successes and failures, then 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 wild and varied as one might envision.

The Battlefield – The battlefield playing area can be 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. Larger and smaller battlefields are perfectly acceptable, but may require some adjustment to ensure a good game.

Scenic Terrain – A variety of scenic terrain upon the battlefield that hinders movement (e.g. Rough Ground) and/or obstructs line of sight (e.g. Soft Cover / Hard Cover) will provide a richer tactical game.

Placing Terrain – A couple terrain features per 2-foot square are a good starting point, and can be adjusted according to player preference. Players should 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 and take the enemy Objective.

Attacker v. Defender

Before setting up their armies, both players dice off: each player rolls 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.

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 Attacker territory.

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

Objectives – Each player places an Objective marker or token in their territory, more than 6” from any board edge.

Commanders – After all forces have been placed, each player designates a model as Commander of their forces.

Game Rounds

A game of KOG *light* is played as a series of game rounds, each composed of two player turns. In the first game round, 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 round.

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 losses

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:

Combat Move – A model can be moved in any direction by whatever path desired up to a number of inches equal to its Move limit.

Speed Move – If not moving within 1” of any enemy model, a model can move twice as far, but will not be able to Shoot until the end of the player turn.

Hold Position – A model may be repositioned within 1” of its initial position, facing any direction desired, but may re-roll any failed shots until the end of the player turn.

Charge! – Upon moving within 1” of an enemy model, a model must immediately stop moving, but may re-roll any failed attacks until the end of the player turn.

Movement may slow to half (i.e. 1” count as 2”) for:

- **Rough Ground** – A model is slowed moving through uneven / hazardous terrain.
- **Climbing** – A model climbs vertically (up or down) so 1” vertical counts as 2” horizontal.
- **Making way** – A model moves through friendly models at half rate, but cannot end its move with its base overlapping the base of another model.

After completing movement for the unit, each model must finish within Sensor Lock of the unit’s leader. No model or unit can be moved more than once during Movement.

[2] Fighting Assault

Any unit with any models within 1” of any enemy models may attack with 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. 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.

Forward Observer – Instead of Shooting, a Recon model may provide Line of Sight, Partial Line of Sight or Sensor Lock for another friendly model firing Indirect.

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

[4] Test Morale

If you cripple or destroy any models in an enemy unit, it may suffer a break in combat discipline. Roll a d6 for each model Crippled or Destroyed that turn. Each die result that is higher than the highest Command in the enemy unit results in one model being Shaken for its next turn.

Shaken – Shaken models must Hold Position, and may not Charge or Shoot next turn, but will continue to Fight if within 1” of any enemy models.

Critical Loss – If the result is a 6, 2 models are Shaken.

Victory!

At the end of each game round, check to see whether the game ends:

- **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.

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, then it may re-roll any failed damage.

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 body of the target model.

Partial Line of Sight – exists if the target model is partially obscured due to Cover, whether Hard or Soft, but one can still draw an unobstructed line from any part of the shooting model to any part of the target model.

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.

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.

Cover – If the target has any cover for Partial Line of Sight, then re-roll any successful shooting results.

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, then it may re-roll any failed damage.

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.

Check Damage

Hits cause damage when they bypass target defenses such as dodging, Electronic Countermeasures (ECM), cover or heavy armor. If a model has been hit, roll a d6 for each hit. Each result that is greater than the target's Defense results in damage removing 1 hull point.

Hard Cover – If the target is behind heavy, solid cover, then re-roll any successful damage results.

Critical Damage – If the result is a 6, then instead remove 2 hull points of damage.

Crippled – If reduced down to 1 hull, then 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, then 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.

Special Weapons

Some weapons provide enhanced capabilities:

Spray – Mark a point 8" away from the firing model; each model wholly or partially between the firing model and the marked point suffers 1 hit, 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.

Precise – Any successful hits are Critical Hits.

Piercing – Any damage caused is Critical Damage.

Pinning – Test morale if any damage was suffered.

Infantry

Infantry follow the rules above, except as follows:

Health – Infantry have Health instead of Hull; suffer Critical Hits instead of Hits; and ignore Pinning and Critical Damage.

Eliminated – Infantry are Eliminated instead of Destroyed, and simply removed from the game.

Terrain – Infantry always count as being in Soft Cover, unless already in Hard Cover.

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Building an Army

KOG *light* can be played with forces selected to any mutually-agreed limitation on points, units, models or composition. However, players often find it convenient to play games of a predetermined size and format. Some possible game sizes are presented below:

Free-form Battle

Free-form battles are limited only by points and models, with no requirements for force structure – simply take whatever models (or units) you like!

Duel – Select up to 2 models per player, no more than 20 points total; or

Skirmish – Select up to 5 models, or 2 units per player, of no more than 50 points total.

In free-form battles, each model is treated as its own unit.

Organized Battle

Larger battles have their models organized into platoons, each platoon containing multiple units that perform distinct roles within the army as a whole.

Encounter – 1 platoon per player, of no more than 100 points total; or

Engagement – 2 to 4 platoons per player, of no more than 200 points total.

Apocalyptic Battle

Larger battles are possible up to any mutually-agreed total, typically 250 points or more, organized into at least 3 platoons per player.

Unused Points

In some battles, players will have unused points due to the particular units and models chosen. The player with more unused points may re-roll their die when dicing off to determine Attacker and Defender.

Battle Scenarios

It is also possible to play scenarios using specific unit and model mixes, rather than the single objective battles described above. For example, a scenario might have multiple objectives; or objectives of different value(s). Scenarios goals might also be to traverse through enemy terrain, or to hold a position for a predetermined duration. Possibilities are only limited by the player's imagination.

Army Lists

KOG *light* armies generally have their own, distinct army lists, organizing their models into distinct units.

Unit Description

A typical unit description contains the following:

Tactical Cadre

- 1 Command Jaeger
- 3-6 Jaegers
 - 0-1 Blitz Jaeger *upgrade*

Name – the name of the unit

- Individual model(s) required;
 - 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.

Organizational Units

Units may themselves be grouped into higher-level organizational units such as Platoons for larger battles.

Unit Leaders

Every Unit has a Leader, which will always be one of the models having the highest Command rating in the unit. If the Leader should be destroyed, the owner should designate another model as the new Leader.

Model Description

A typical model description contains the following:

Jaeger (6 pts. ea.)

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

Name (cost) - the model name and its cost in points

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.

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Southern Units

Southern KOGs

Jaeger (6 pts. ea.)

5" Move	4 Hull	2 Defense	2 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+)

Iguana (9 pts. ea.)

6" Move	3 Hull	2 Defense	3 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+)

Black Mamba (11 pts. ea.)

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

Spitting Cobra (13 pts. ea.)

4" Move	4 Hull	3 Defense	3 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+)

Southern Armor & Infantry

Heavy Tank (20 pts. ea.)

3" Move	5 Hull	5 Defense	3 Command
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- Heavy Cannon: 2 Shots (72" 2+) *piercing*
 - Rocket Pod: 2 Shots (36" 3+)

Southern Infantry (3 pts. ea.)

3" Move	2 Health	1 Defense	2 Command
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- Recon – *Infantry are a Recon unit*
- Anti-tank Rifle: 2 Shots (24" 4+)
- Grenade: 1 Attack (5+)
 - PanzerFausts: 2 Shots (24" 4+) *piercing*

Strike Infantry (+1 pts) – *replace Anti-tank Rifle with*

- Bazookas: 2 Shots (24" 4+) *piercing*

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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.

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Northern KOGs

Northern KOG models include the following:

Hunter (6 pts. ea.)

5" Move	3 Hull	2 Defense	2 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	3 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	3 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	2 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	3 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*