

# 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 both perfectly acceptable, but may require some adjustment to ensure a good game.

**Terrain** – A variety of scenic terrain upon the battlefield that hinders movement (i.e. Rough Ground) and/or obstructs line of sight (i.e. 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 game rounds, 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

After the first player completes their turn, the second player starts their turn. When the second player completes their turn, the game round 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** – While 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 range of another model in the unit. 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 in turn, until all units have attacked once. No model or unit may make more than one assault attack per Fight.

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 a Speed 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.

**Fire Support** – Instead of Shooting, a Commander may designate a friendly model within Sensor range to re-roll any failed shots until the end of the player turn.

### Target Counterattack?

When an attack is declared, the target of an attack chooses whether to Counterattack instead of Defending.

**Counterattack** – If not Destroyed by the attacker’s attack, then resolve the target’s Counterattack against the attacking model as if making an attack of its own.

### 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.

## Resolve Attacks

Resolving attacks follows the same basic process for both Close Assault and Ranged Shooting:

- [1] Determine Hits by Attacks or Shooting; then
- [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 dice equal to its 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 causes 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 body of the target model.

**Partial Line of Sight** – exists if the target model is partially obscured due to Cover, 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 Sensor range 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 dice equal to its Shots; each result that is at least equal to the target number causes 1 hit on the target model.

**Long Range** – If the target is beyond the weapon’s effective range, 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 causes 2 hits.

**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 Cover.

## Check Damage

Hits cause damage when they bypass target defenses such as dodging or Electronic Countermeasures (ECM).

## Resolve Defense

If the target model did not chose to Counterattack, then roll dice equal to its Defense and cancel 1 hit for each result that is at least equal to the target number. Each remaining hit results in damage removing 1 hull point.

**Cover** – If the target is behind any sort of cover, then re-roll any failed Defense results.

**Critical Damage** – If the result is a 1, 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 below 1 hull, then the model is Destroyed, but provides Cover. Visibly mark the model as a destroyed with black cotton smoke, or replace it with a Wreck marker of comparable size.

## Special Weapons

Some weapons provide enhanced capabilities:

**Spray** – Mark a point at the specified distance 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.

## Infantry

Infantry follow the rules above, except as follows:

**Health** – Infantry have Health instead of Hull; and ignore both Critical Hits and Critical Damage.

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

**Terrain** – Infantry always count as being in Cover.

## Alternate Scenarios

In addition to the basic single objective scenario given above, players may agree to play alternate scenarios with different objectives and/or victory conditions.

### Meatgrinder

High command prioritizes the destruction of all opposing forces over the capture of a minor objectives.

**Major Victory!** – a player's opponent has no units remaining on the board.

**Minor Victory** – a player has taken and held the opponent's Objective for consecutive turns.

### Hamburger Hill

A particular location has been identified by high command on both sides as a critical strategic point that must be captured, no matter the cost.

**Objective** – Place a distinctive piece of terrain in the center of the board. This piece of terrain is the only Objective in the game.

**Major Victory!** – a player has taken and held the central Objective *uncontested* for consecutive turns.

### Linebreaker

The attacker must deliver a highly-sensitive item past enemy lines.

**Objective** – The Attacker places an Objective on one model; the Objective is small and has no game effects.

**Pass Objective** – Instead of Shooting, a model with the Objective may transfer it to a friendly model within 1", or pick it up from a Destroyed model.

**Attacker Major Victory!** – the Attacker moves the Objective off the Defender's board edge.

**Defender Major Victory!** – the Attacker has no units remaining on the board.

## Custom Scenarios

In addition to the sample scenarios given above, the players are free to play other scenarios that might have multiple objectives; hidden objectives; objectives of different value(s), and so forth. Scenarios might also be to hold a position for a predetermined duration, or destroy a particular target objective. Further possibilities are only limited by the player's imagination.

## Forces of Battle

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:

### Individual Battle

Individual skirmishes are limited only by points and models, with no requirements for force structure – simply take whatever models you like!

**Duel** – up to 2 models [15 points] per player;

**Melee** – up to 5 models [25 points] per player.

In these battles, each model is its own independent unit.

### Unit Battle

Larger battles have their models organized into units, each performing a distinct role for the overall force.

**Encounter** – up to 3 units [50 points] per player;

**Engagement** – up to 5 units [100 points] per player.

### Apocalyptic Battle

Larger battles are possible up to any mutually-agreed total, typically at least 100 points, organized into multiple units 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.

## Background and Forces

KOG light recreates the battles between early generation KOGs of Germany and Russia during the mid-21<sup>st</sup> century.

### Prologue

At the start of the 21<sup>st</sup> century, Russia continued its campaigns to secure its western borders against many perceived and potential threats, securing border states by force under numerous occasions. Unable to accept these predations, Germany sent “advisors” and materiel aid to resist Russian incursion, leading to numerous clashes between the states, neither willing to declare war and risking global involvement and consequences.

### Germany

At the time, Germany had been developing “smart” exo-skeletal mobility and load enhancement systems initially pioneered and prototyped by American researchers, but dismissed as impractical due to cost and liability issues. Maschinenwerke du Saxony (MWS) developed an initial potential production model, and armored test units for the Bundeswehr formed the first combat-ready KOG units.

### Russia

Aware of the German development of KOG combat units, Russian military intelligence contracted the Chinese for joint engineering and production. Military factories in the Chinese interior began production of evaluation units for both Chinese and Russian forces.

### Combat Operations

Over the coming years, German forces with American / NATO support would frequently encounter and engage Russian forces with Chinese support. In most cases, these were “volunteer” and “advisory” units; however, in actuality, the KOGs were manned by elite military troops, for the purpose of developing and refining equipment, units and tactics for future, large scale operations.

### Shadows of the Past

In many respects, the 21<sup>st</sup> century engagement between German and Russian forces mirrored the German and Soviet proxy war fought during the Spanish Civil War roughly a century prior, with the same desire by European forces to forestall a larger, unrestricted World War that could re-devastate Europe for decades to come.

## Construction ahead...

*The following material is all under development. Stats and costs for the models, units and options that follow have not yet been fully playtested, and will very likely change to improve balance and cost. Go ahead and try them for grins, with the understanding that there are probably imbalances that will need to be addressed.*

# KOG *light*

## German Units

### German KOGs

#### Kämpfer (6 pts. ea. – *Tactical*)

The Kämpfer is the original KOG of the German army, relatively inexpensive to produce and field.

6" Move	4 Hull	2 Defense (4+)	4" Sensors
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- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 2 Attacks (5+)
  - Rocket Pod: 2 Shots (36" 3+)

#### BlitzKämpfer (+2 pts.) – *replace Rocket Pod with*

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

#### Oceleot (9 pts. ea. – *Recon*)

The Oceleot is fitted with advanced sensors and communications for reconnaissance duties.

8" Move	3 Hull	1 Defense (2+)	12" Sensors
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- Paragun: 2 Shots (12" 5+); *gain +1 Attacks*
- Combat Blade: 2 Attacks (5+)
  - Rocket Pod: 2 Shots (36" 3+)

#### Panther (11 pts. ea. – *Elite*)

The Panther is the newest KOG of the German army, fitted with improved armor, firepower and advanced technology.

7" Move	3 Hull	2 Defense (3+)	8" Sensors
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (3+)
  - Rocket Pod: 2 Shots (36" 2+)

#### Tiger (13 pts. ea. – *Heavy*)

The Tiger is up-armored and up-gunned on a larger chassis to provide heavy fire support and mobile artillery.

5" Move	4 Hull	2 Defense (3+)	6" Sensors
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (4+)
  - Rocket Pod: 2 Shots (36" 2+)
  - Rocket Pack: 1 Shot (72" 2+); *indirect 5" blast*

#### King Tiger (18 pts. ea. – *Heavy*)

The King Tiger is the most heavily-armed and armored KOG of German army.

5" Move	4 Hull	3 Defense (4+)	9" Sensors
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- Heavy Cannon: 2 Shots (36" 3+) *piercing*
- Combat Blade: 2 Attacks (3+)
  - Rocket Pod: 2 Shots (36" 2+)

### German Armor & Infantry

#### Heavy Tank (20 pts. ea. – *Heavy*)

3" Move	4 Hull	3 Defense (3+)	9" Sensors
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- Heavy Cannon: 2 Shots (96" 2+) *piercing*
  - Rocket Pod: 2 Shots (36" 2+)

#### German Infantry (3 pts. ea. – *Recon*)

3" Move	2 Health	1 Defense (3+)	9" Sensors
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- Anti-tank Rifle: 2 Shots (24" 4+)
- Grenade: 1 Attack (5+)
  - PanzerFausts: 2 Shots (24" 4+) *piercing*

## Russian Units

### Russian Frames

Russian Frames include the following:

#### F6-16 (8 pts. ea. – *Tactical*)

The F6-16 Frame was originally developed as an assault unit, now used as rearguard and command.

9" Move	3 Hull	2 Defense (4+)	4" Sensors
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- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 1 Attack (4+)

#### F2-21 (10 pts. ea. – *Elite*)

The F2-21 Frame is the standard production version of the F6-16, with improved mobility and durability.

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

#### F2-25 (14 pts. ea. – *Recon*)

The F2-25 Frame is a faster-moving variant, fitted with an improved sensor suite.

10" Move	3 Hull	2 Defense (4+)	12" Sensors
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- Paragon: 2 Shots (12" 4+); *gain+1 Attacks*
- Combat Blade: 1 Attacks (4+)

#### F2-19 Grizzly (14 pts. ea. – *Heavy*)

The F2-19 Frame is the heavy fire support variant, fitted with additional hull weaponry and heavier armor.

7" Move	4 Hull	2 Defense (3+)	8" Sensors
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (4+)
  - Rocket Pod: 2 Shots (36" 3+)

### Frame Options

Any Frame may be upgraded as follows:

**Sensors** (+2 pts.) – increase Sensors to 16"

**Jump Jets** (+2 pts.) – increase Move to 9"

**Missile Pod** (+2 pts.) – *add Missile Pod with*

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

**Guided Mortar** (+2 pts.) – *add Rocket Pod with*

- Guided Mortar: 1 Shots (36" 4+) Indirect

## Russian Armor & Infantry

### Heavy Tank (20 pts. ea. – *Heavy*)

3" Move	4 Hull	3 Defense (3+)	8" Sensors
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- Heavy Cannon: 2 Shots (96" 2+) *piercing*
  - Rocket Pod: 2 Shots (36" 2+)

### Russian Infantry (2 pts. ea. – *Recon*)

3" Move	2 Health	1 Defense (4+)	8" Sensors
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- Anti-tank Rifle: 2 Shots (24" 5+)
- Grenade: 1 Attack (5+)

# KOG *light*

## Models and Units

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

### Model Description

A typical model description contains the following:

<b>Kämpfer</b> (6 pts. ea.)			
5" Move	2 Hull	2 Defense (5+)	4" Sensors
<ul style="list-style-type: none"><li>• Autocannon: 2 Shots (24" 4+)</li><li>• Combat Blade: 2 Attacks (5+)<ul style="list-style-type: none"><li>□ Rocket Pod: 2 Shots (36" 3+)</li></ul></li></ul>			

**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.

### Unit Description

A typical unit description contains the following:

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

**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.

## Force Structure and Organization

Both German and Russian armies follow a broadly similar force disposition in the field.

### Platoons

An 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.

### Squads

Individual KOG units are composed as follows:

#### Tactical Squad

- 1 Elite
- 2-4 Tactical

#### Strike Squad

- 3-5 Elite
  - 1-2 Tactical *upgrade*

#### Recon Squad

- 2-4 Recon
- 0-1 Elite

#### Fire Support Squad

- 2-3 Heavy
  - 0-1 Superheavy *upgrade*
  - 0-1 Elite *upgrade*
- 0-2 Tactical

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

## Heavy Gear Conversion

KOG *light* may be played using Heavy Gear miniatures:

- **Gears** of any faction count as German KOGs; and
- **Frames** count as Russian Frames.

Players should feel free to adjust points and stats as appropriate.