

Special Operations: Kill Zone Solo Supplement

Basics: This supplement has been made with solo and co-op gaming in mind. The system was created to allow me to play narrative based solo games and campaigns. It has yielded challenging scenarios for me to play that are hard to predict and wonderful cinematic moments.

This system is not exactly fair, sometimes its easy, sometimes its very hard. I have kept it like this so far as taking from TwoHourWargames example, war isn't fair, you just have to learn to adapt.

I have taken a lot of influence from TwoHourWargames and you can see that in my rules, how ever their combat systems did not impress me.

The enemy that your squad will be facing are normal soldiers. They are not the elite warriors that your kill team is comprised of. Enemies work as per a normal game of Warhammer 40k with the exceptions that squad limits are ignored and squads may be comprised of many different kinds of units.

Terms I'll use to keep things simple:

Squad - Players kill team

Unit - Enemy squad

Model - Single model

Enemy ai orders:

For each enemy unit or model on the board, roll one d6 corresponding with their type. This will give you the units orders for the game in which they will follow. I place the die next to the unit so I can always see what order that unit has.

For everyone 1 over leadership 7 of the highest leadership rating of a unit, add 1 to die rolls when rolling for commands on the command table.

Troops types: Troop types tell you which table to use. Troop types are decided by the most common type of weapons a unit carries. If the number of different types is a draw then use the type of the model with the highest leadership. If the leadership is then also a draw, simply divide the unit into the types and they now act as separate units both keeping the previous number command.

EG: If a unit is made of one Chaos Marine, and one Chaos Berserker, then the type of the unit can not be determined as the number of different units is a draw. So the unit splits up. Now the Marine and Berserker are two different units and they both have a command of four on their respective tables.

The different types are as follows:

Rapid fire weapons: Fire Teams

Melee weapons: Melee

Heavy/special weapons: Support

Leaders: Leaders are simply units with higher leadership in comparison to other units. Leaders have a command radius, which is simply their leadership value in inches around them. Units with high leadership will let units with lower leaderships group with them.

Roll:	Melee	Fire Teams	Support
1	Move: Remain Stationary Cover: Ignore Shoot: Fire at will Charge: Within 6' Allies: Ignore	Move: Remain Stationary Cover: Ignore Shoot: Fire at will Charge: Within 6' Allies: Ignore	Move: Remain Stationary Cover: Ignore Shoot: Fire at will Charge: Within 6' Allies: Ignore
2	Move: To Cover Cover: Use if possible Shoot: Fire at will Charge: If within 12' Allies: Ignore	Move: To Cover Cover: Use if possible Shoot: Unhindered move Charge: Within 6' Allies: Group with leaders *1	Move: To Cover Cover: Use if possible Shoot: Unhindered move Charge: Within 6' Allies: Group with leaders *1
3	Move: Towards closest enemy Cover: Ignore Shoot: Unhindered move/charge Charge: Yes Allies: Ignore	Move: To Cover w/ firing line*2 Cover: Use if possible Shoot: Unhindered movement Charge: Within 6' Allies: Ignore	Move: To Cover w/ firing line*2 Cover: Use if possible Shoot: Unhindered movement Charge: Within 6' Allies: Ignore
4	Move: Towards closest enemy Cover: Ignore Shoot: Unhindered move/charge Charge: Yes Allies: Group with leaders *1	Move: Hold 12' from enemy Cover: Ignore Shoot: Unhindered Move Charge: Within 6' Allies: Ignore	Move: To Firing range Cover: Ignore Shoot: Fire at will Charge: Within 6' Allies: Ignore
5	Move: Towards closet enemy Cover: Use if possible Shoot: Unhindered move/charge Charge: Yes Allies: Group with leaders *1	Move: Hold 12' from enemy Cover: Use if possible Shoot: Unhindered Move Charge: Within 6' Allies: Group with leaders *1	Move: To Firing range Cover: Use if possible Shoot: Fire at will Charge: Within 6' Allies: Group with leaders *1
6	Move: Towards closest enemy Cover: Use if possible Shoot: Unhindered move/charge Charge: Yes Allies: Rally *3	Move: Hold 12' from enemy Cover: Use if possible Shoot: Fire at will Charge: Within 6' Allies: Rally *3	Move: To Firing range Cover: Use if possible Shoot: Fire at will Charge: Within 6' Allies: Rally *3

Orders: The selected order for each unit will tell you how that unit will operate on the field.

Movement Orders:

Remain Stationary: Unit will not move unless forced to by falling back or similar situation.

To Cover: Unit will move to the nearest cover and then remain stationary.

Towards Closest Enemy: Unit will move to get as close to their nearest enemy with line of sight as they can.

Hold (Value') from enemy/To Firing range: Unit will move to keeps its distance to the closest enemy with line of sight as close as it can to this value.

Firing line: If a unit is required to find a firing line, the unit will move to a location that allows them the best possible field of unhindered fire.

Cover: Unit will either seek out near by cover or ignore it. If a unit is allowed to use cover when possible, it will when ever possible, move to cover while still moving in the general direction of its movement orders.

EG: A unit is to move towards an enemy. There is cover slightly to the right and forward about six inches away. A unit that ignores cover will travel in a straight line towards the enemy. A unit that uses cover when possible will move to the cover as it is still moving towards its objective.

Shooting Orders:

Fire at Will: Unit will fire at the closest enemy that is within range. Firing will take priority over movement and charging.

Unhindered Move/charge: Unit will fire at the closest enemy within range if also allowing its self to complete the other action unhindered. Moving and/or charging will take priority over firing.

Charge: Unit will seek to charge the closest enemy with line of sight or will only charge if the enemy falls within a range.

Allies: Unit will either ignore allies or will group with units with higher leadership then them selves. If they fall in the command radius of leader then they will try and move into coherency and upon success to do so they will join their unit and take on their orders. When a unit groups with a commander they will attempt to move into coherency with them and become one unit. A unit with the rally command will rally allies to them. If an ally unit of the same type with a lower command enters a units command radius that has the rally rule, then that unit will try to move into coherency and become one unit, it will then take on the commanders command order.

FOG OF WAR

Good intelligence is key to winning a war. Knowledge of the enemy positions, knowledge of what enemies one is facing and what kind of weapons they carry. Now unfortunately it is often hard or impossible to know these factors, the enemy moves as if a shadow and springs out of holes you never would have noticed. To represent this, there is the Fog of War.

Each mission that is played will have an engagement level ranging one through six. At the start of a mission, after deployment of the player, the game table is divided into six sectors, with imaginary lines by dividing it into thirds along a long table edge, and then in half along a short table edge. Then an amount equal to double the engagement level of counters is placed in these sectors. To do this, simply roll a dice and place a one counter into the sector relating to that number, and repeat this process until all counters are placed and yes this does mean that sectors can have multiple counters.

These counters are to be placed so that the player can not draw a line of sight to them with any of his units. If this is not possible then place the counter in the middle of the sector and it will be resolved in first turn.

While these counters still remain unseen by the player they will use the hidden enemy table for movement.

Roll:	Command
1	Remains stationary
2	Moves towards cover then remain stationary
3	Moves towards friendly unit or hidden enemy unit with higher command, which ever is closer. If joins with higher command unit, take on command then begin acting on the new command.
4	Moves towards enemy
5	Moves towards enemy using cover
6	Moves towards enemy using cover, rally hidden enemy units within 12'. Hidden enemy units with lower command values that fall within 12' will move to try into coherency with unit, if they fall 3' from rallying unit they take on its command and begin acting on it.

When it is time to find out how many enemies a unit is comprised of, roll on the following table.

Roll:	Enemy
1	False Alarm. Move counter to random table sector and roll for new hidden enemy order.
2	1 Enemy
3	2 Enemies
4	3 Enemies
5	4 Enemies
6	Ambush! Take a second counter and move it and the original counter to 6' away from the player unit that spotted the hidden enemy force within line of sight, next to a hidden position if possible, such as a building or trench. Both counters are then resolved, ignoring and re,rolling 6's and 1's.

To find out what models are in a unit, I choose what the enemies i'll be facing will be at the start of a mission and simply create a quick table such as this one.

- 1-Cultist
- 2-Cultist
- 3-Cultist
- 4-Chaos Marine
- 5-Khorne Berserker
- 6-Khorne Berserker

Basic Campaign Rules:

To find out what members of your squad carries onto the next mission use these rules.

Survival test:

At the end of a game, for every model of your squad that suffered a wound, roll a dice against their toughness. A successful roll will heal the wound and the model will continue on as normal.

If all enemies were destroyed on the field then add one toughness for this test along for each model.

Carrying models to safety:

During a game, when friendly model goes down, other friendly models can pick him up and try and get him to safety.

To do this, simply move a model to the down model, this ends all actions for this turn so the model can not shoot or charge this turn. Place a counter or some other marker to show that this model is now carrying the other.

A model that is carrying another model to safety can only move 4' every turn and always counts as having moved for terms of shooting.

At the end of the game, models that have been carried to safety get a bonus to strength for the survival test alone.