

Rare Earth: Conflict

Game Design
Henrikki Almusa

Special Thanks
Asaura (design), adam77 (layout)

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1 Main rules

1.1 Overall

Rare Earth: Conflict is an attempt to portray the commanding of a medium sized army from two viewpoints. The player is the overall commander of an army who is giving orders based on the information flowing to him. However player is also the commany commander in field who when given orders from above try to follow it and perhaps interpret it to suit the situation in field. This means that you might not always be able to do what should be done nor that the orders you have are the ones you need. The rules try to reflect these dual roles of the player. On the command level, this is done by forcing the player to plan ahead. In local level there is restrictions on what can be done which is partially affected by the order given earlier.

Chapter 1 will have the basic rules for ground combat with infantry and vehicles and chapter 2 adds special rules. Chapter 3 has rules for aircraft and chapter 4 has rules for navy vessels. Chapter 5 has the army unit stats and chapter 6 has the scenario rules and lists.

Within the rules are texts which meant as the intention or the background for the rules. These texts are either a full paragraph in italic or have their own Design Intention box.

Ranges

The ranges in Rare Earth: Conflict are not linear. The ranges are smaller in actual space the nearer they are. This means that in a sense the action is more detailed when the forces are near each other. The ranges are 15cm on

board is equal to 250m in real terms, 30cm ~ 1km, 45cm ~ 2km, 60cm ~ 4km, 75cm ~ 6km, 90cm ~ 10km, 150cm ~ 30km, 300cm ~ 100km.

1.1.1 What You Need to Play

Ruler and Dice

You need a single tape-measure marked with centimeters. It would be preferable to be able to measure at least 150cm lengths.

In addition you need ten sided dices which in the rules are abbreviated as d10. It would be useful to have at least two sets of different coloured dices. This will make it faster to roll for hits in the game.

Counters

There are two sets of counters needed: command counters and suppression tokens.

Command counters can be made from paper or cardboard which have the command marked on one side and blank space on the other. These are used to give commands to your formations.

Suppression tokens can be any kind of tokens. They could be just coloured beads or set of nicely crafted explosions.

Miniatures and Playing Area

You need also at least 120cm by 180cm sized area for the battle. This also needs terrain suitable for the game as explained in 6.1.1 Gaming Table on page 46. The Game is designed to

work with 1:285 or 6mm scale miniatures and any suitable models suffice.

1.1.2 Units and Formations

In Rare Earth: Conflict the player controls everything from infantry to armoured vehicles to aircraft. Each individual moved object in game is called a unit. Any units can be based, but some are required. A base for the game should be at least 4cm rectangle (so 1cm by 4cm is suitable)

Below is the list of different types of units in the game.

Infantry Infantry are grouped on a single base to form a unit. The amount of infantry needed in a single base depends on the infantry in question. Usually it is from 3 to 7 individuals. Motorcycles and such can be 2 to 3 individuals per base.

Soft Vehicles All the non armoured and very lightly armoured vehicles larger than motorcycle belong to this grouping. For example jeeps and trucks are soft vehicles. A simple rule would be think that any unit which is vulnerable to basic assault rifle belongs to this group.

Armoured Vehicles This group has all the armoured vehicles from armoured personnel carrier to main battle tanks. A simple rule would be a basic assault rifle cannot damage vehicles belonging to this group.

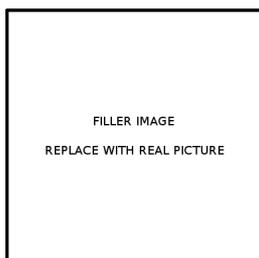
Character A character is not a unit as such, but can appear as a unit type in data sheets. Character represents an important individual. They are not unit themselves but added as upgrade to a unit. Each unit may only have one character added to it.

Aircraft The chapter 3 Aircraft on page 24 describes the possible aircraft unit types used in the game.

Ships The chapter 4 Navy on page 28 describes the possible naval unit types used in the game.

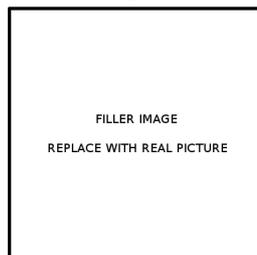
1.1.3 Formation Cohesion

Formation cohesion is determined by highest Command stat in the formation. Player multiplies the command value with 5cm and all the units of the formation must be within that range of each other. See example 1 Formation Cohesion.



second showing cohesion in error

cohesion pic showing a working cohesion



example 1: Formation Cohesion

1.1.4 Suppression Tokens

Suppression tokens (ST) are used to track the effects of the combat to formation. Note that while suppression tokens can affect individual units at times, they are always assigned to the formation itself.

1.1.5 Unit Stats

All units in Rare Earth: Conflict have a data sheet, which is used to describe the unit. Data sheet has following stats:

Type This describes the type of the unit.

Movement (Move) Movement of the unit in centimeters. Movement in most units are divided into two parts. First value is the Combat move and second value Tactical move. Some units have only one value and that is then used for both.

Command (COM) Command represents the ability to react and give and carry out commands.

Armour (ARM) Armour represents the level of protection of the unit. It can be armour on unit or sturdy construction or other means. This is the first part of the units defence value.

Visibility (VIS) Visibility represents the units ability to make targeting them harder. This can happen through speed, camouflage or

other means. This is the second part of the units defence value.

Close Fighting (CF) Ability of the unit to fight in in hand-to-hand range. First value is AP value and second AT (see 1.7 Shooting on page 13).

Near Fighting (NF) Ability of the unit to fight in short range shooting battle. First value is AP value and second AT.

Weapons This lists the weapons available to the unit. If there is a multiplier in front of the weapon, then the unit has multiple sets of those weapons.

Range Range of the weapon in centimeters.

Attack This lists the attack value of the weapon. There are several types of attack values in the game, which reflect targets that are vulnerable to the weapon. The details on the stats and their rules are described in 1.7 Shooting on page 13.

Notes There is two separate notes in the data sheet. One for weapons and other for unit. These areas list any special rules or other extra information that the unit or weapon might have. If the special rule is marked in the weapon, then it only has an effect when that weapon is used.

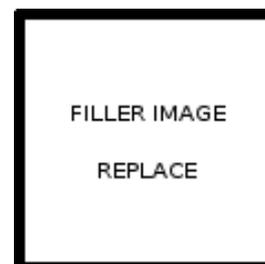
In addition to the stats listed above, rules also refer to units defensive (DEF) value. This

Basic human scout

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	8	0	3	2/1	4/2
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP7	-			

Notes: Scout(10cm)

—description goes here—



example 2: Datasheet

is combined total of Armour and Visibility. An example data sheet is shown in example 2.

1.1.6 Other Generalities

Rounding

All rounding is done down unless specifically noted otherwise. For example movement values are not rounded.

Modifiers

All modifiers are assumed to be cumulative in the game unless specifically noted otherwise.

Measurements

In the game any measuring can be done at any point without any reason. The assumption is that range finders do exist for longer ranges and people can estimate what can be done.

1.2 Turn summary

A single turn in Rare Earth: Conflict is approximately 15 minutes of "real time". The commands allow formations to perform things during this time. So for example a command which allows the formation to fire does not mean that the formation fires once, but that it fires a period of time.

A turn is separated into four phases. These are:

1. Start
2. Command
3. Action
4. End

In Start phase happens events which have an effect on that turn. These can be for example formations that appear to table from air-drop.

Command phase is where the formations in table are given commands. Each formation is at this turn given their command for the

next turn. The commands for a formation are stacked to show which command is for this turn. Player can also choose to override the command given earlier, but this will cause a penalty to their command roll in action phase.

Action phase is the main phase of the game. The formations perform their action during this phase. The players alternate the actions of the formations so that first player A selects a formation and activates it. Then player B selects formation and activates it. This is repeated until all formations have acted during a turn. Player may also hold-on to their activation in order to activate two formations before opponent. Doing this will incur penalty to command roll.

In End phase all formations attempt to rally. In addition, all possible delayed effects of the turn are resolved.

1.3 Start phase

In start phase, both players take alternating turn to handle events in start phase, starting with the player with higher initiative value of the army. If the initiative values are same, roll d10 and player with higher number starts. An example of event that happens in start phase is deploying paratroopers.

1.4 Command phase

Commands Commands refer to the command counters given to formations at command phase. These are then used during the action phase.

Order Order refer to parts of command. They can be fire or move or special orders such as rally.

During command phase, all unbroken formations are issued commands. Commands are given by both players simultaneously. All

commands are put face down thus hiding what command is given from the opponent. The commands are revealed during the action phase.

Most unbroken formations at the start of a command phase have an command counter next to it. In those cases, the player then adds a single command to all unbroken formations creating a "command stack". The command issued this turn is put underneath the current command as it will be used next turn and not this turn. The player can replace the command set for this turn by adding a third command counter on top of the stack. Doing so will incur a penalty to the command roll during the action phase.

There can be situations where this is no command counter on formation such as after rallying (see section 1.9.2 Rallying on page 19) or possibly depending on scenario. If there is no command counter on an unbroken formation, then the player must put three command counters next to a formation creating the command stack and indicating that the command for this turn will have a penalty to command roll.

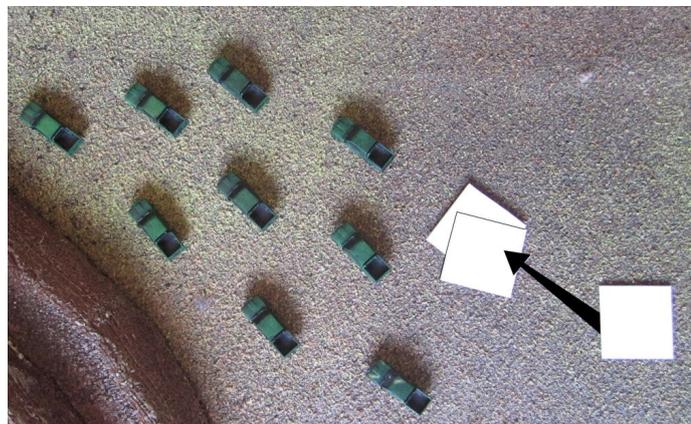
The scenario will have rules on how to give commands for turn 1.

The end result of this is a stack of commands for each unbroken formation of which the top one is used in this turn.



An Orc Gunwagon company which has been given command for next turn. The player chooses to replace the command for this turn by adding a third command counter on the top of the command stack.

A human main battle tank company in command phase with an command counter from last turn. A new command counter is added underneath the command counter of the formation for next turn. Leaving a stack of 2 command counters on the formation.



example 3: Command Stack

DESIGN CONCEPT Command Stack

The game tries to create two levels of commanders which the player controls, overall commander and battlefield commander. Overall commander is the general who is not fighting in the front but is trying to command the entire force. Since the communications are not perfect, the information of the battle available overall commander is always a bit lagging. Battlefield commander is the captain or lieutenant commanding a formation in battle and is able to react faster to enemy.

The command stack tries to create this dual level of commands. Normally orders are given a turn in advance, which represents the delayed information available to overall commander. You can replace (or override) the command for each turn if wanted and this represents the battlefield commander reacting to situation at hand. Finally, the ability to take Reform order during action phase, represents a situation where the battlefield commander is attempting to hold his forces together under enemy fire.

1.4.1 Commands

The commands which can be issued are listed below.

Sustained Fire This allows the formation to fire with +1 ATT bonus. If the action fails, Local Command is issued allowing fire order.

Advance This action allows the formation to make a single move and then fire. If the action test fails, the Local Command is issued with either move or fire order.

Dash This allows the formation to move twice and then fire with -2 ATT penalty. If the action test fails, Local Command is issued allowing move order.

Prepared Fire This leaves the formation prepared for the approaching enemy. Formation is allowed to react to enemy actions

by firing. The exact rules are described in section 1.7.6 Prepared fire on page 15. If the action test fails, Local Command is issued allowing fire order.

Assault This allows the formation to make a charge move and perform an assault. Assault is described in section 1.8 Assault on page 18. If the action test fails, the Local Command is issued allowing either move or fire order.

Reform This is a special command which can be taken instead of normal command (see section 1.5 Action phase). The order allows the formation to make either a single move or fire. In addition the formation can regroup which removes suppression tokens from the formation. Regrouping is described in section 1.9.1 Regrouping on page 19.

Local Command This is a special command and cannot be directly given to a formation. It is used when a formation fails its command roll. The formation can either regroup or depending on the failed order, make a single move or fire with -1 ATT penalty. Formations which get a Local Command gain 1 ST.

1.5 Action phase

During the action phase all the actions are played out. First however you roll for initiative. Both sides roll d10 and add the initiative value of the army. Which side gets more chooses who goes performs first action of the turn. In event of a tie the player who lost the roll last turn gets to choose this time. In turn 1 reroll the any ties.

To perform an action the player selects an unbroken formation and reveals the top Command token from the command stack. The player then makes an Action Test: d10 + high-

est command value in formation + modifiers (see below).

Modifier	Value
If 1 or more BMs	-1
If BMs for half of units	-1
Keeping initiative	-2
Replacing this turns command	-1

If the total is 11 or more the Action Test is successful and player can perform an action that is either the command given in Command token or the Reform command. If the score is equal or less than 10 the Action Test fails and player must perform *Local Command* as an action. If the Action test was successful and after the action is complete, the player can choose to try to keep the initiative. If the player chooses to keep the initiative, then they can select another formation and perform the action on that formation. The initiative can be kept only once.

Once the action (and possible kept action) is performed, the opponent can then perform an action. These alternating actions are done until all the unbroken formations on both sides have performed an action and then the action phase ends. After action phase, the turn moves to end phase.

An example describing the giving orders and how to activate formation is shown in 4 Action Phase on page 11.

1.6 Moving

Each move allowed by command allows the unit to move up to the movement value of the unit in centimeters. There is no restrictions with regards to turning.

Most units have two values for movement. First value is combat move and second is tactical move. If the unit has only one move value, it is used for all situations. At the start of each move if any enemy unit is 30cm away from any unit in the formation or the formation has STs, then the combat move is used. If not, then the tactical move is used.

Unless explicitly allowed, units may not move off the table.

DESIGN CONCEPT **Combat and Tactical Move**

The separation between combat and tactical move is intended to create the distinction of units committed into combat and those left on reserve. It also aims to create the different feel of fully armoured vehicles being used against non armoured counterparts as armoured units in general have faster combat move than non-armoured units.

Combat move is the regular speed that the unit would use when in combat situations. This can be reaction to artillery barrage or other long range fire or contact with enemy. Infantry would in general do rapid dashes from cover to cover. Vehicles would either try to avoid getting fired on or be prepared to overrun the enemy.

Tactical move is then how the units move when not in combat situation. This would be marching for infantry and optimal cruising speeds for vehicles. It is assumed that the speeds would correlate to clear terrain.

1.6.1 Control Area

Each unit has a Control Area (or CoA) that extends 5cm around it. Units may not move into opponents CoA. CoA has no effect on friendly units movements.

1.6.2 Terrain

Terrain in the game has an effect on moving as well as units defence. There are two types of terrain: area and non-area terrain. The difference between the two is that area terrain covers a part of table (for example a building or a forest area) and can be moved into. Non-area terrain cannot be moved into and is most commonly linear (for example a hedge or a fence).

The terrain table, 1.1 Terrain effects on page 13, has columns for different unit types



Here we have a situation where there is a HumanXX Infantry formation, a Scout vehicle formation and a Mortar battery facing off Orc Infantry formation, Orc Gunwagons and Goblin Buggy formation. Each formation has a command counter from previous turn next to it. On command phase each of these formations gains a new command counter which is added below the old one and possibly a third counter which is added to top to replace the current turns command.



Then during the Action phase players first roll for initiative to determine which player choose who goes first. The Orc player won this turn and select the Buggy formation to activate. This is shown by flipping the top command counter revealing Advance and rolling for activation. The roll is 5 to which is added the largest command value of the formation which is 7 getting a total of 12, since this is more than 10 it is successful activation.



After the activation the Orc player decides to not keep initiative. Had the Orc player failed the activation he could not have chosed to keep the initiative. Human player goes next and selects the Infantry formation. Player flips over the command revealing Advance. Then player rolls for activation and gets a 6. To this the command value is added (COM 8 on commander unit) and deducted 1 as the formation has STs as it was fired upon by Buggies. The total is therefore 13 and the command is successful.

example 4: Action Phase



After the activation of the Infantry the Gunwagons are still in good shape and human player wants to break them. So player chooses to keep initiative and selects the Scout formation flipping its order (Dash) to activate it. Roll this time is 4. To this the command value of 8 is added reaching for total of 10. This is failed activation and the player has to use Local Command (which is added to top of command stack). However they have to add a single ST for using local command. The player chooses to remove STs instead of moving with the Local Command.

Regardless of whether the kept initiative command would have been successful, the player has to end his actions and it is now Orc players action.



The Orc player chooses to activate the Orc Infantry company. As can be seen this formation has 3 command counters, indicating that the player has decided to replace the command for this turn. The player flips the top order counter revealing Dash and rolls for initiative. The roll is 4. Adding to this the command value of the formations highest unit 7 and deducting 1 for replacing the original order. The total is 10 and the command fails reverting to Local Command. Now the player has to add a ST and decide whether to move or clear STs. After this it is human players last formation, the mortars.

and defence types which shows the effect it has on the unit. There is three values for movement effects: *No Effect*, *Difficult* and *Impassable*. *No Effect* has no effect in movement. *Difficult* terrain halves the movement stat of the units. Note that possible halved movement value is not rounded. *Impassable* prevents the unit from moving into or inside the terrain.

With area terrain the difficult terrain affects the unit if it moves into or starts inside a difficult terrain. To gain a cover from an area terrain, the unit must be at least half inside the terrain. A unit can be seen up to 10cm inside the terrain. If a unit is behind an area terrain

it cannot be seen.

With non-area terrain the difficult terrain affects the unit if it tries to move through the terrain. To gain a cover from an non-area terrain, Line of Sight (explained in the section 1.7 Shooting) must pass over the non-area terrain at some point.

1.6.3 Transports

Units with Transport special ability can carry only units from their own formations.

Table 1.1: Terrain effects

The infantry gain both Armour and Visibility bonuses, while vehicles only get Visibility bonuses. All ground units which make their whole move from action on a road gain +5cm movement value. [TRACKED BETTER THAN WHEELED?]

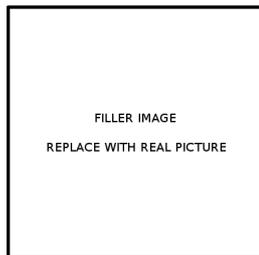
Infantry and Armoured Vehicles

Up to 2 units of infantry can get light cover (+1 to VIS) by touching a friendly armoured vehicle.

Trenchworks

Trenchworks are a special case of terrain. It comes in two flavours: trenches, gun / vehicle emplacements. Infantry gains cover from both flavours, while vehicles gain cover only from emplacements. The trenches are *Impassable* to soft vehicles and *Difficult* for armoured vehicles. Emplacements are *No effect* for all.

Terrain type(s)	Cover level	Armour	Visibility	Infantry	Soft Vehicles	Arm Vehicles
Shallow Rivers	None	-	-	No effect	Difficult	No effect
Rivers	None	-	-	Impassable	Impassable	Impassable
Marsh and swamp	Light	-	+1	Difficult	Impassable	Impassable
Craters and fields	Light	-	+1	No effect	No effect	No effect
Forest and rubble	Light	-	+1	No effect	Difficult	No effect
Ruins	Medium	+1	+1	No effect	Difficult	Difficult
Buildings	Medium	+1	+1	No effect	Impassable	Impassable
Thick forest	Medium	+1	+1	Difficult	Impassable	Difficult
Trenchworks*	Heavy	+1	+2	No effect	See above	See above
Bunkers	Bunker	+2	+2	No effect	Impassable	Impassable



moving units into terrain with not enough move, showing both units which fit and which don't

Embarking and Disembarking

A unit may embark or disembark once per move. For unit to embark to a transport it must be entirely within 5cm of the transport at the start of the move. When disembarking the transport first moves and then the units are placed entirely within 5cm of the transport. In order to embark or disembark, the formation must have a command which allows movement.

Embarking and Disembarking counts as part of the move of the formation.

Destroyed Transports

If transport is destroyed with units embarked roll d10 for each unit. 6+ the unit survives and is placed next to the destroyed vehicle otherwise the unit is lost. [OTHER WAYS TO ALLOW A POSSIBILITY FOR TRANSPORTED UNITS TO DIE WITHOUT UNDUE ROLLING?]

1.7 Shooting

Weapons are divided into following types: Anti-Personnel (AP), Anti-Vehicle (AV), Very Heavy (VH), Anti-Aircraft (AA) and Anti-Navy (AN). The weapon types allow them to damage cer-

tain types of enemy units. AP weapons can target infantry and soft vehicles (with -1 to ATT). AT can target Soft Vehicles and Armoured Vehicles. AA can target Aircraft and AN can target naval vessels. The VH type of weapons can target all unit types except aircraft.

The order of shooting is as follows

1. Choose target formation(s)
2. Select the order of volleys
3. Roll to-hit for volleys
4. Check for breaking

Unit Weapons Infantry units with multiple weapon stat lines are allowed to use only one of them in a single shooting action. Each unit in formation can choose separately which stat line to use. If stat line has multiple weapons (eg. 2x or 3x) they are all used. Vehicles can use all weapons listed in the unit during the same action.

Line of sight (LOS) Each unit in the formation needs a Line of Sight to target in order to fire. LOS can be blocked by terrain and ground vehicles, but not by infantry units.

Suppression For each ST in the formation a unit is suppressed. Suppression is assigned from back-to-front from target formation(s). [IF THERE IS MORE THAN ONE TARGET FORMATION, THE SUPPRESSION IS ALTERNATED BETWEEN TARGET FORMATIONS WITH SHOOTING PLAYER DECIDING THE ORDER OF SUPPRESSION.]

Defence (DEF) Defence is calculated for each unit by summing armour and visibility stats.

1.7.1 Choose target formation(s)

[FORMATIONS CAN CHOOSE THE TARGET FORMATION PER WEAPON TYPE. A SINGLE UNIT CAN ONLY SHOOT AT ONE TARGET FORMATION. EACH TYPE MUST ATTEMPT TO TARGET A FORMATION IN WHICH HAS VALID TARGETS.] [IF ENEMY HAS

TWO FORMATIONS WHICH HAVE VALID TARGETS WITH ONE IN FRONT OF ANOTHER, THEN THE FIRST MUST BE TARGETED. THIS WOULD ONLY APPLY WHEN LOS WOULD GO THROUGH ONE FORMATION TO WANTED FORMATION.] If weapon have multiple attack values which differ from each other more than 1, it must use the more effective profile if there is valid target formation within range. If the target formation has valid targets in cover and out of cover, the shooting player must decide if the player wants to try to hit units in cover as well. In this case, the cover bonuses are counted to each shot. If not, then the out of cover units are the only valid targets. [SHOULD HIGH AT WEAPONS NEED TO TARGET HIGH DEF TARGETS EG. TANKS, HOW?].

If two formations have units within 10cm of each other, you may target both formations when firing. In this case treat both formations as a single formation for the duration of shooting. Any BMs caused by kills are assigned to the formation which lost the unit. The BM hits are then assigned by checking the nearest valid targets and giving the BM to the formation which the unit belongs to. If no casualties are caused in firing the ST is given to the formation of nearest unit.

1.7.2 Volleys

Once target formation(s) have been selected check which enemy units are eligible targets for being hit. A unit can be hit if it is within LOS and weapon range from one of the units within the firing formation. If the target formation has units of same type in cover and out of cover, then you have to decide whether or not the units in cover are eligible to be hit. If so then the cover modifiers affect all units of the same type in the formation.

Next you roll to-hit. This is done by rolling d10 for each shot. The shots are done in volleys of same attack value and special rules of weapons. The player can choose the order of volleys. For example if a formation has 10 ATT

5 shots and 3 ATT 8 shots, then player can choose whether ATT 8 or ATT 5 shots are done first. The shots are allocated to the nearest units from the enemy formation. Select the highest value die and that is assigned to the nearest unit in enemy formation. Then you calculate the hit: $d10 + ATT - DEF (ARM + VIS)$. If the score is 9 or 10, an ST is put to the formation. If the score is 11 or more, the unit is destroyed. For each destroyed unit the formation gains 1ST.

Firing at a formation always produces a single ST even if no shots hit.

1.7.3 Check for breaking

After all casualties are removed and STs given to target, the formation checks for breaking. If number of STs are equal or more to the number of units in the target formation it breaks. See section 1.9.3 Withdrawal on page 20.

An example describing how the shooting is performed is shown in 5 Shooting on page 16.

1.7.4 Artillery

Artillery works in slightly different fashion as other weapons. Instead of having an ATT value, they have Artillery Score (AS) value. All artillery weapons firing combine their AS values to calculate the total AS value of the artillery barrage. AS value is dual value (for example 1/6). First value is the AS score of the weapon, the second is the total value of the AS that the weapon can generate. If the artillery barrage would have larger AS than the maximum then for every two point, an additional ST is generated on the target formation. Maximum AS score is always checked after possible modifiers.

Artillery weapons usually requires time to set up before firing. Thus all artillery weapons require Sustained Fire command to be used. The AS value works for hit rolls in same fashion as

ATT value except it can hit all ground units. However against armoured vehicles the effect is less muted so the AS is halved against AVs.

Artillery creates a circular area of barrage. This can be ready made template or by designating a centre point and measuring the radius from there. Every unit under the barrage is a potential target. Artillery can fire in two modes: concentrated or spread. When firing concentrated barrage the diameter of the barrage is 15cm. When firing spread barrage the diameter is 25cm but the AS is halved. When placing the barrage area, it should be placed so that it covers maximum amount of units from the target formation.

If the artillery is mixed, use only special rules which apply to all weapons. The maximum AS value of the barrage is the smallest maximum in formation.

1.7.5 Crossfire

Crossfire is a situation where one formation is being attacked by multiple opponents from multiple directions. In these cases the enemy is hard pressed to defend themselves and can break easier.

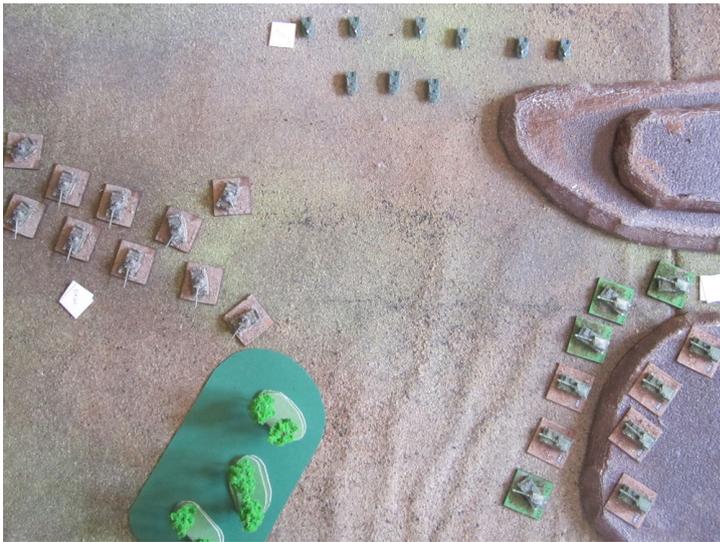
Crossfire is established in following fashion. Draw a direct line from a unit in the firing formation to a unit in your another formation. If a unit from the target formation is on the line or it goes between two units in the target formation, then crossfire is established.

When crossfire is established, the attacking formation gains +1 ATT and first kill does an extra ST to the opponent.

1.7.6 Prepared fire

Prepared fire command means that the formation prepares to meet the enemy and takes up positions from which to fire when the enemy appears.

This is a special command in a sense that it allows the formation to fire during opponets



A formation of HumanXX Main Battle Tanks is about to flank the Goblin Main Battle Tanks. Since it is Orc players turn, the nearby Buggies move to aid and reveal an advance order and roll successful activation. The Orc player moves some of the Buggies to cover the tanks and fires with several of the Strike Buggies ATGMs.



The 4 firing Strike Buggies roll 1, 4, 6 and 9 with resolution of +4. Strike Buggies weapon has AV value of 4 and the special rule ATGM, meaning that they negate the battle tanks heavy armour and can only fire if the unit did not move. The result of rolls when the AV value is added are 5, 8, 10 and 11. With one value 11 or more, this is enough to destroy one of the HumanXX tanks and second value with 9 or 10, they cause an additional ST, giving the formation in total two STs as they get one with destruction of the vehicle.



After the Buggies fired the Humans reveal a sustained fire command and roll successful activation. Human player targets both formations as the Goblin Tanks are intermingled with Buggies in front. As there is 9 vehicles in the formation and there is three STs, only 6 of the tanks are able to fire. Since there is two separate firepowers to resolve, the shooting is done in two volleys. *[Ed. note: There is three STs due to rules change after taking these pictures.]*

example 5: Shooting



First the player decides to roll for the Machine Guns: 2, 3, 7, 7, 8 and 10. Since the highest scoring dices are assigned first the three scout buggies in front gain the dices with 10, 8 and 7. This shooting is resolved at +4, leading to values of 14, 12 and 11. The resolution of +4 comes from firing weapons AP value of 7 and deducting 2 due to Scout Buggies Defence and 1 as AP weapon is firing on the Soft Vehicle. Next the two Strike Buggies which moved gains 7 and 3. These with resolution of +3 (as they have DEF 3 instead of 2 as with Scout Buggy) are in total 10 and 6 and are sufficient to cause one extra ST.



Next the main cannons of the tanks are fired. The roll is 1, 1, 3, 7, 9 and 10. First two dices are put to the Strike Buggies resolving at +6 (weapon AV 8 - Buggy DEF 3 + sustain 1 = 6) and leading to 16 and 15 and leaving just craters of the lightly armoured buggies. Then we check for breaking of the formation. The goblin player has managed to save the tanks however as next roll is 7. This is resolved at +3 (AV 8 - DEF 6 + sustain 1) leading to value of 10. This is enough to give an ST to the tank formation but not enough to destroy a tank.



The buggies have gained more STs than they have units (5 kills + 1 extra ST from machine gun fire) and are broken. They are still combat effective as they have more than 25% of the units left and must withdraw. The orc goblin tanks are now in position to respond to human tanks with modifier to activation one unit suppressed if firing.

action. The prepared fire can be activated either normally or by reacting to opponents action (move or fire). If activated normally, the formation cannot move and the order is shown normally. If prepared fire is used without activation, the player flips over the command and rolls for activation. If the activation fails, the formation loses its activation and the command counter is removed.

At end of any move from a command or consolidation or after any shooting by opponents formation, the formation on prepared fire can fire at the opponents formation. Using the prepared fire means that the formation has activated this turn. Remove the command counter after using the prepared fire.

During command phase the formation may keep the prepared fire command. In this case keep the prepared fire command token on top of the command stack face up. The command token below it can be replaced with a new command token. If the formation chooses to not keep the prepared fire order, then discard the prepared fire counter and add a new command normally.

1.8 Assault

Assaults represent a situation where a force moves rapidly close to enemy firing. This might be an attempt to take a defensive position or a critical objective from enemy who is currently holding it. Assault involves usually close range fighting and in some cases even hand-to-hand combat. Assault is always initiated by one side with an assault command.

The order of assault is as follows

1. Choose target formation
2. Attackers charge move
3. Defenders response
4. Resolve attacks
5. Resolve resolution
6. Loser withdraws
7. Winner consolidates

Weapons used in the assault are the CF and NF stats. NF attacks have range of 15cm and CF attacks have range of hand-to-hand (eg. units which touch the attacker). Assault attacks do require line of sight as normal, but they are not suppressed.

Units which are eligible to attack in assault from the formations involved in assault are directly involved in assault. Units which are not eligible to attack are not directly involved.

During assault, unit making charge and counter charge moves may enter into opponents control area. Unit that enters into control area must move directly to the target unit whose control area it entered.

1.8.1 Choose target formation

You must select a formation which is the target of the assault. This can be any formation on board.

If two formations have units within 10cm of each other, you may assault both formations. In this case treat both formations as a single formation for the duration of assault.

1.8.2 Attackers charge move

The attacker is allowed to make a charge move in order to start the assault. The charge move is normal combat move + d5cm. If attackers units fail to reach within 15cm of enemy, the assault is not fought and the action ends to the charge move.

1.8.3 Defenders response

The defender has two possible response options. They can either defend or withdraw.

If the defender chooses to defend then they can first shoot with their weapons normally as described in section 1.7 Shooting on page 13, with +1 to ATT if opponent moves into close combat. After this, the units which did not shoot may make a counter charge move. The

counter charge move is up to half of their combat move directly towards nearest enemy unit.

If the defender chooses to withdraw, then the attacker can fire using NF attacks. After resolving any kills, the defender is assumed to have lost the assault without resolution damage.

1.8.4 Resolve attacks

Both sides resolve the attacks at the same time. All attacks are resolved in volleys as in shooting in section 1.7.2 Volleys on page 14. In assault the defence is only counted from ARM value of the formation and VIS value is ignored. It is suggested that you track the casualties with counters or by turning them to a side and remove them only after both sides have resolved all volleys.

Supporting fire

All units from other formations which are within NF attack range and have line of sight to enemy unit involved in assault, provide support fire. They may make NF attacks after the formations in assault have been resolved. Formations providing support get 1 ST as they end up drawing some amount of fire to themselves as well.

1.8.5 Assault Resolution

After all the casualties are removed the assault round is resolved. Both players roll two d10 dices [2D5?] and pick the higher value. Then the resolution modifiers are added and the side which has higher value wins the assault.

Modifier	Value
For each casualty	+1
No STs	+1
Less ST than opponent	+1
More units than opponent	+1
Twice as much units as opponent	+1

[ACTUALLY SHOULD COMPARE PERCENT OF STS INSTEAD OF STS TO OFFSET SMALL /

LARGE FORMATION DIFFERENCE, BUT TOO COMPLICATED?] If one side was broken before assault then they automatically have more STs and if they lose remove the entire formation regardless of the resolution difference. Otherwise, the losing side removes number of units equal to half of the difference in resolution and breaks. Loser then withdraws as explained in section 1.9.3 Withdrawal. The winner may consolidate their position and make a free combat move.

If resolution is equal, then another round of assault is fought. First, attacker can move counter charge move. Then, defender can move counter charge move. Finally, proceed the assault from resolve attacks step.

1.9 End phase

In end phase both sides attempt to rally their formations starting with the player who won the initiative.

1.9.1 Regrouping

Regrouping is done when formation performs a regroup with command. Roll 2d5 and pick one die and remove that many STs.

1.9.2 Rallying

A formation which attempts to rally tries to either to remove broken status or to remove suppression tokens. Rally test is done: $d10 + COM - modifiers$.

Modifier	Value
If enemy unit within 15cm	-1
If enemy unit within 30cm	-1
If formation is broken	-3

If the total is 11 or more the formation rallies, either remove broken status and add half of the unit amount of STs or remove half of current STs. If the total is 10 or less the formation fails to rally. If the formation is broken, it must withdraw.

1.9.3 Withdrawal

First check for combat effectiveness. If the formation size is 25% or less from the original size of the formation or there is only one unit left, remove the formation from game. It has ceased to be combat effective at this point.

Then the formation can make two moves. Withdrawing units can move through enemy units control area. After two moves if any unit is within 15cm of enemy formation, it is removed. If any units was removed, make another check for combat effectiveness. [SHOULD USE TACTICAL MOVE ALWAYS?]

2 Special Rules

Special rules are divided into three groups: weapon, unit and formation special rules.

Weapons Weapon special rules are mostly in weapon stats notes and the effect is only used for that specific weapon. However some of them may also be in unit notes. In this case they have an effect in all units attacks.

Unit Unit specific special rules are listed in the units notes. They affect the unit in general or partially the formation which the unit is in.

Formation Formation special rules are given to a formation in the army list. They affect that formation and are not bound to any units as such.

2.1 Weapon Special Rules

2.1.1 Anti-Tank Guided Missiles, ATGM

Anti-tank guided missiles are a special kind of weapon which is designed to destroy heavily armoured vehicles. Its use requires more time and cannot be done with rapid re-deployment.

All ATGM weapons have Slow Fire. ATGM weapon ignores armour on the opponents defence value.

2.1.2 Bombs

Bombs follow the rules for artillery for fire-power with exception that they can be used with any command that allows firing. Bombs must always use spread barrage.

2.1.3 Depth Charges

Depth Charges are a special weapon type. The AT value of the attack can only be used against Submarine unit types.

2.1.4 Disruption (X)

In shooting, reduce to ST value by X.

2.1.5 Fire Arc

Fire arc is used to create a limited fire arc for weapons. There are three types of fire arcs. Fixed, Front and Back. Fixed is 90 degree fire arc in front of unit, measured from centre of unit. Front is 180 degrees arc measured from front edge of unit. Back is 180 degree fire arc measure from back end of the unit.

2.1.6 Half Weapons

These types of weapons are not given to every unit in the formation. You get only one attack per two units in the formation (round up).

2.1.7 High Alt

Some weapons on aircrafts have been designed to fire from long range. Such weapons can only be used with aircraft flying in high altitude.

2.1.8 Ignore Cover(X/X)

Ignore cover lowers the modifier given by cover. It may never lower them to negative. The value for ignore cover is two fold. First number is reduction to visibility bonus and second number is for armour.

2.1.9 Indirect Fire

The weapon can fire without Line of sight to target. Unit has to have a sustained fire order to use indirect fire. When using indirect fire, formation gains a -3 penalty to their firepower. [SHOULD THE GAME HAVE SPOTTERS?]

2.1.10 Mobile Artillery

Mobile artillery weapons are set up much easier allow the formation to perform tactic called *shoot and scoot*. Mobile artillery weapons can fire with advance as well. [IF THEY FIRE ON ADVANCE, THEY GAIN -2 PENALTY TO THEIR FIREPOWER.] If the weapon also has indirect fire ability, it can be used with advance as well.

2.1.11 No Gunner

This marks weapon with no gunner. In most cases these weapons are on transport vehicles and assumed to be crewed by the transported infantry. In order to use this weapon, one of the transported units must be within the transport.

2.1.12 Primary

Some units may use only one weapon during firing. The weapon noted as primary is the main weapon of the unit and it must always use this weapon when firing if there is suitable target.

2.1.13 Slow Fire

Slow Fire weapons may only when the unit does not move. They can be used in defensive fire in assault.

2.1.14 Targeting(X)

Reduce the opponents visibility value by X.

2.1.15 Torpedoes

Torpedoes are a special weapon type. The torpedo attacks can only be used against Submarine, Boat or Ship unit types.

2.2 Unit Special Rules

2.2.1 Commander

Commander allows rerolling a single failed initiative test during a turn.

2.2.2 Damage (X)

The unit can survive more than single hit. In order to destroy the unit, X hits must be done to it.

If artillery is aimed to centre of a unit with damage special ability (eg. centre point of artillery is in centre of the unit) then the attacking player rolls the equal amount of hit dices against the unit.

2.2.3 Fording

The unit is equipped to cross rivers. Change river in terrain table from *Impassable* to *Difficult* terrain.

2.2.4 Leader

Remove one extra ST after regrouping.

2.2.5 Scout(X)

Scouts are units which usually move farther from the main body of the formation. They add +X cm to the cohesion range for the unit. Usually this is 10 or 15.

2.3 Formation Special Rules

2.3.1 Dedicated Transports

All transports within formation with this rule are dedicated for each unit. The transport and

the transported unit are considered to be one model. So when the unit dismounts the transport is replaced with the transported unit and vice versa.

In any other situation the transported unit and transport are both considered to be a single unit.

2.3.2 Green (X)

This special rule lowers the breaking point by X. Also the combat effectiveness is hampered and thus up to X units do not count when checking the combat effectiveness count.

For example, let's assume a formation with 16 units originally and having Green(3). If there are 10 units left, the formation breaks with 7 STs. The 25% limit for combat effectiveness is 4 units. If the formation size drops to 7 units, then the formation is removed.

[PERHAPS ANOTHER NAME: COWARDLY / ???]

2.3.3 Group Mentality

The units in the formation feel more confident of their chances if there is a sufficient number of others around. For this reason they get +1 for rally if 6 to 10 units and +2 if more than 10 units left.

[NEEDS NEW NAME]

2.3.4 Paratroopers

Paratroopers are issued with command level order on deployment. On turn before drop (turn D-1) the aircraft which deploys the paratroopers must fly near the target position. Place a marker within 15cm of the aircraft's flight path at any point of movement. Landing is done at next turns (turn D) start phase in following fashion

1. Reposition. The target marker can be moved at up to 15cm by paratroopers player.
2. Deviation. Roll for deviation with d10. With 1-5 the drop deviates. Move the

marker 2d10 cm towards the "arrow" of the deviation roll die. If marker deviates to impossible terrain, then move to nearest possible point. If offboard, move to table edge.

3. CoA Check. If the marker ends up within the Control Area of enemy unit, move the marker to nearest point where it no longer is within enemy CoA.
4. Landing. Deploy the paratroopers within 15cm [30cm?] of the marker.
5. Landing quality. Roll d10 for each unit, with 1 the formation gains a ST.

[NEED EXAMPLE PICTURE?]

2.3.5 Shaky

If the formation has any STs, they have extra -1 modifier to action roll.

3 Aircraft

3.1 Types

Aircraft units come in six unit types.

Fighter Fighter aircraft are designed mainly for air-to-air combat but can carry out ground attacks as well. They are extremely fast and maneuverable. Minimum move of 15cm between turns

Attack Some of the attack aircraft are also sometimes called fighter-bombers. They are medium sized aircraft. Some are dual aircraft capable of doing air-to-air combat and ground attacks with equal capacity, while others are smaller ground attack aircraft. Minimum move of 30cm between turns

Bomber Bombers are a class for largest and heaviest of attack aircrafts. Minimum move of 45cm between turns.

Transport Transports are aircraft designed to drop paratroopers. Minimum move of 45cm between turns.

Attack Helicopter This is a slightly separate class from the above. Helicopters are a special case of unit which work with mainly normal rules. The rules concerning helicopters are explained in below.

Transport Helicopter Transport helicopters designed to do an troop insertion by landing and dropping off troops. Minimum move of 30cm between turns for transports helicopters.

[NEED TO FIX WORDING. THERE SHOULD BE ONE WORD WHICH CONTAINS ALL AIRCRAFT, ONE WORD WITH WHICH TO REFER JUST FIGHTERS / ATTACK / BOMBER TYPES, AND ONE WORD TO REFER BOTH HELICOPTER TYPES. AIRCRAFT WORD IS BEING USED FOR FIRST AND SECOND GROUPS IN DIFFERENT PLACES.]

3.2 Helicopters

Helicopters come in two separate types: attack and transport.

Attack Helicopters

Attack Helicopters are a slightly separate unit from both ground forces and aircraft. They are very fast for a ground unit but very slow for aircraft. In the game they essentially follow ground force rules but with few differences explained below.

An attack helicopter may move up to it's move value per turn with any command that allow movement and it can only make one move per turn if the command taken allows movement. However they are limited with turning depending on the command they have. Attack helicopter may turn once before movement and once after movement. In addition, it can turn during the movement as many times as the command allows moves [MOVES +1?]. For example advance allows one turn during the movement. There is no limit on the degree of turns. Attacke helicopters ignore terrain for movement and can stop above terrain, in which case they count as being popped-up

as explained below. Attack helicopters cannot enter into area terrain.

Helicopters are low flying aircraft. Thus they may be targeted using either AT or AA values of weapons. Artillery weapons cannot hit Helicopters.

Attack helicopters are capable of performing a pop-up attack. Pop-up attack counts as part of the movement so the command should allow movement in order to use the pop-up attack. In this case any terrain which is closer to them than opponent does not have an effect on LOS for either of the formations. This represents the helicopter to quickly lifting up, firing at a target and dropping back down. [CURRENTLY THE POPPING UP CAUSES AA TO ALLOW FIRING AS IT IS PART OF THE MOVEMENT, SHOULD THERE BE EXCEPTION THAT AA CANNOT FIRE IN THIS SITUATION?]

Transport Helicopters

Transport helicopters follow rules for transport aircraft. They only differ in the way the troops are deployed. Transport helicopter can drop any formation which fits into the transport section. The troops are deployed with ground attack command and not high altitude flight command.

When making troop deployment, the transport helicopter moves in at low or medium height and lands. During The landing position cannot be in control area of enemy units or within area terrain. During landing the transport helicopter can choose which direction it faces. After landing the troops are allowed to make one move from the helicopter. While on ground the helicopter obeys normal ground rule commands. At the end of turn, the transport helicopter withdraws in normal manner for aircraft.

3.3 Commanding

Aircraft react slightly differently from group troops in commanding. Their Action Test is modified by suppression tokens. Aircraft gain -1 modifier to activate for each ST. After Action Test, remove all STs on the aircraft formation.

The aircraft use different commands from the ground troops. Their commands are explained below.

3.3.1 Commands

The commands which can be issued for aircraft are listed below.

High Altitude Flight This command allows the aircraft to perform high altitude move. It can then either make a bombing run or drop paratroopers.

Ground Attack This allows the aircraft formation to make a low altitude attack run against ground targets. Alternatively a transport helicopter can use this command to make an troop insertion.

Air Patrol The aircraft on air patrol are moving near the combat zone waiting to attack enemy aircraft. They are able to intercept enemy aircraft as described in 3.5.2 Interception on page 27. Only fighters or attack aircraft can take air patrol command. When Air Patrol command is given the entry point and direction should be marked into edge of table.

Stand Down This is a special command for aircraft. It means that the aircraft does not move into the table and stand down from action this turn.

3.4 Movement

Aircraft are very fast when compared to ground forces and thus follow separate rules for movement. There is no limit on how much an air-

craft can move in a single game turn. They are however limited on how closely the turns are done.

Aircraft move is measured in sections. A single section can be either up to 45cm [30cm?] straight movement. A turn must be done at the end of the section, but not all sections need to end in a turn. The minimum move between turns can use multiple sections.

3.4.1 Coherency

Aircraft coherency rules differ slightly from ground forces. They must maintain close proximity to each other. They can have up to Command value centimeters distance from another aircraft within the formation.

3.4.2 Height

The aircraft are capable of moving high in the air or low little above buildings and other terrain. This is represented in the game by height altitude. There is two levels of altitude: low and high.

Low Altitude

Low altitude means that the aircraft is flying little above terrain or within around few hundred meters above ground.

At this level the aircrafts cannot use bombs or weapons marked with *High Alt* or drop paratroopers.

High Altitude

In high level the aircraft are very high from the ground. Enemy anti-aircraft fire must add +15cm to the range if they try to fire anti-aircraft at aircraft using high altitude flight. ([NEED A WAY TO DIFFERENTIATE DIRECT FIRE AND AA MISSILES SO THAT THEY DON'T BREAK THE SYSTEM TOO MUCH; POSSIBLE WAY IS TO USE ARM AND VIS AND SPECIALS SUCH AS TARGETING TO DO THIS.]

At this level, aircraft can use bombs and other weapons marked with *High Alt* and drop paratroopers.

3.4.3 Transport Aircrafts

The transport aircraft are type of aircraft which main purpose is to drop paratroopers. They only make a run over the board dropping troops and then move out.

A formation which has paratroopers special ability if capable of being put into transport aircraft.

Transport aircraft can only take stand down or high altitude flight commands. The first time they take high altitude flight command they are allowed to make their normal move. After dropping the paratroopers, they withdraw as per rules. After this turn the transport aircraft do not activate as they have dropped their troops and move back to home base.

3.4.4 Withdrawal

At the end of their action each aircraft formation withdraws from table. Withdrawal is performed in same manner as normal aircraft movement. The movement is continued until the aircraft formation reaches any table edge. Once they reach it the models are removed from table and set aside for next turn. If the formation leaves from any other table than their own, they gain 1 ST.

Aircraft formations (not Attack Helicopters) do not get removed if they go below the 25% limit as ground forces.

3.5 Shooting

As aircraft are moving higher in the air they ignore LOS requirements for firing.

The weapons on aircraft can have firearcs. There is three separate firearcs in the game: fixed, front and back. Fixed firearc is 90 degrees wide to the front of the unit checked from

the middle of the aircraft. Front firearc is 180 degrees wide to the front of the unit measures from the middle of aircraft. Back firearc is 180 degrees wide to the back from the middle of the aircraft.

3.5.1 Anti-Aircraft Fire

Ground fire against aircrafts are reactionary fire against aircrafts and helicopters which come close enough. This firing is an free for the unit and does not affect the ground unit in any fashion.

Each unit with AA weapon can fire at any aircraft or helicopter formation which moves within the range of the weapon as long as the formation in which the unit belongs to is not broken. If there is no interception or the formation is helicopter formation, it is suggested to take these shots at the end of the move by the aircraft or helicopter.

In case of interception, see below for more details when to resolve the anti-aircraft fire.

3.5.2 Interception

When opponents aircraft moves into table, any aircraft with Air Patrol commands may attempt to intercept the opponents aircraft.

First the original aircraft formation moves a section, after which any intercepting aircraft formation moves a section. Next Possible ground fire is resolved to both formations. Then the intercepting formation can make its attack if the player wishes to do so. If the intercepting formation fires, then any surviving members of the original aircraft formations can carry out rest of their action. If not repeat the moves until intercepting formation fires or the original formation stops moving.

If the enemy aircraft manages to carry out its command before it is intercepted, then the interception fails. Both formations then withdraw from table normally. If they leave from same table edge the interception is performed

while aircrafts are leaving the field. In this case the intercepting aircraft can choose the direction of attack and range freely but gain -1 penalty to ATT. [ALTERNATIVE: IF THE ORIGINAL FORMATION STOPS MOVING BEFORE THE INTERCEPTING FORMATION FIRES, THEN THE INTERCEPTING FORMATION MAY MOVE NORMALLY AFTER THE ORIGINAL FORMATION HAS EITHER PERFORMED THE ATTACK OR DROPPED THE PARATROOPERS.]

4 Navy

4.1 Types

Navy vessels come in five types.

Boats Boats are small vessels capable of moving in shallow water and most often used as landing crafts.

Ships Ships are the mainstay of any navy. They differ from smaller frigates to heavier cruisers and aircraft carriers.

Hovercraft Hovercrafts are vessels which are capable of moving on ground and on water.

Ground Effect Vehicle Ground effect vehicles are a combination of aircraft and hovercraft. They fly only few meters above ground or water.

Submarine Submarines are also very used type in navies. They are used either as attack submarines which hunt other submarines or boats or missile submarines which act as artillery support for ground forces.

4.2 Commanding

Navy vessels follow the normal commands of ground forces.

4.3 Moving

Moving in most ways are same as ground forces. However there are limitations on where the unit types can move. The table 4.1 Navy terrain effects on page 29 is used for movement of the naval units.

4.3.1 Coherency

Naval coherency rules differ slightly from ground forces. They must maintain close proximity to each other. They can have up to Command value centimeters distance from another vessel within the formation.

4.3.2 Landing

Boats are capable of landing units to ground. To land units the boat has to move just next to the coast. Embarking and disembarking works in same way as ground transports. [SHOULD THERE BE POSSIBILITY OF BMS DUE TO LANDING CRAFTS GETTING MIXED ALA TELEPORT?]

4.4 Shooting

Different naval vessels can be targeted with different weapon types. Ships can only be targeted with AN and VH weapons. Boats and Hovercrafts can be targeted with AN, AT and VH weapons. Ground Effect Vehicles can be targeted with AT and VH weapons. Submarines can only be targeted with special weapons allowing shooting at them, they use AN score to-hit. [SHOULD ARTILLERY HAVE EFFECT WHEN FIRING ON SHIPS]

4.5 Ground Effect Vehicles

[JUST USED TO ENTER BOARD (AS SHOULD START BY MOVING INTO WIND)??? EKFRANOPLAN IS COOL!]

Table 4.1: Navy terrain effects

Both Hovercraft and GEVehicles (Ground Effect Vehicles) are able to move on ground. Both types use the rules below for rivers. GEVehicles cannot move into any other terrain. Hovercraft behave like normal Soft Vehicles, see terrain table 1.1 Terrain effects on page 13 with exception that marsh has no effect.

Shallow water counts as most rivers and water near the coast. Each river should be marked separately, they also can start deep and change to shallow at designated point in river length. Coastal waters can be separated with a range limit at which point the deep water becomes shallow water (for example 30cm). This limit can be given to different parts separately (for example making ports available to ships and large lagoon areas) or just universally on board.

Note that it is assumed that there is no heavy waves as that would really hamper the use all vessels and prevent the use Boats and Hovercraft.

Terrain type(s)	Boats	Ships	Hovercraft	GEVehicles	Submarines
Ground	Impassable	Impassable	No effect	No effect	Impassable
Shallow water	No effect	Impassable	No effect	No effect	Impassable
Deep water	No effect	No effect	No effect	No effect	No effect
Deep sea	Impassable	No effect	Impassable	No effect	No effect

4.6 Submarines

All submarines move underwater and only come up to periscope depth to follow it's surroundings. This limits the weapons which can fire at them to either Depth Charges or Torpedoes. They also always count as being in cover and opponents firing at them gain -1 to-hit.

There are two types of submarines: Attack and Support.

ground based offensives or specialised bombardment of enemy.

4.6.1 Attack Submarines

Attack submarines are units which are specialised in hunting enemy submarines and ships. They are usually armed only with torpedoes. Attack submarines are smaller and more nimble than support submarines and thus opponents firing at them additional -1 penalty to-hit.

4.6.2 Support Submarines

Support submarines are heavier submarines. They are usually armed with missiles as well as torpedoes. The missiles are for supporting

5 Armies

5.1 HumanXX Forces

HumanXX Commander

Commanders are mid level officers. They represent ranks equivalent to captain or major. Usually they lead a larger formation in battle.

Type	Move	COM	ARM	VIS	CF	NF
Character	-	+1	-	-	-	-
Weapon	Range	Attack	Notes			

Notes: Leader



HumanXX Officer

Officers are lower level officers from Commanders. They

represent ranks between sergeant major and captain. Usually they lead smaller formation in battle.

Type	Move	COM	ARM	VIS	CF	NF
Character	-	+1	-	-	-	-
Weapon	Range	Attack	Notes			



HumanXX Infantry

This is the regulars of the HumanXX army. They create most of the army infantry forces. Each unit has a light ma-

chine gun for which two persons is trained to use. There is other sections in the army which can use these stats in addition to army regulars, for example Navy Assault force and SOME OTHER SECTION.

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	3	2/1	4/3
Weapon	Range	Attack	Notes			
Light MG	30	AP7	-			



HumanXX LAW Infantry

HumanXX does not deploy larger numbers of light anti-tank weapons to infantry. Instead they have a special units

dedicated to use anti-tank weapons. LAW Infantry is one of these forces. They carry LAW instead of machine gun like normal units.

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	3	2/1	4/7
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP7	-			
LAW m33	15	AV7	-			

FILLER IMAGE
REPLACE

HumanXX ATGM infantry

HumanXX ATGM infantry is a unit with one ATGM

launcher and three infantry to crew it. They carry several guided missiles and act as the main infantry deterrent to armoured vehicles in the HumanXX arsenal.

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	3	2/1	4/7
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP7	-			
ATGM - Fragger	45	AV5	<i>ATGM, Primary, Slow Fire</i>			

FILLER IMAGE
REPLACE

HumanXX Machine Gun

Machine Gun units are the heavier machine gun support

for the regular troops. They have a single portable machine gun with gunner and two loaders.

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	3	2/1	4/3
Weapon	Range	Attack	Notes			
Heavy MG	30	AP8	-			

FILLER IMAGE
REPLACE

HumanXX Special Forces

These are the special forces of the HumanXX army. They are the hardest hitting infantry troop in the army. The

units carry light machine guns as well as light anti-tank weapons in order to hit the enemy hard when deployed. These stats can be also be used as paratroopers and navy commando forces.

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	8	1	3	2/2	5/8
Weapon	Range	Attack	Notes			
Light MG	30	AP7	-			
LAW m33	15	AV7	-			

Notes: Scout(10)

FILLER IMAGE
REPLACE

HumanXX Special Forces Support

While special forces are equipped for close range fighting, they may require more heavier support. The mortar unit

carries a mortar capable of being handled by few men and which is possible to drop with parachute along the paratroopers.

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	8	0	3	2/1	5/3
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP7	-			
60mm infantry mortar	45	AP7	<i>Indirect Fire</i>			

Notes: Scout(10)



HumanXX XR-5 Scout

The XR-5 is a lightly armoured scout vehicle. Unlike other HumanXX vehicles it is wheeled.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	15/35	8	2	0	2/1	3/3
Weapon	Range	Attack	Notes			
Light MG	30	AP6	-			

Notes: Scout(15)



HumanXX MBT I

<http://www.ghqmodels.com/store/w2.html> (PT76)

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/25	7	6	0	2/1	6/10
Weapon	Range	Attack	Notes			
125mm Cannon	75	AP6/AV8	-			
Heavy MG	30	AP7	-			



HumanXX MBT II

Medium armour tank with lighter weapons than MBT I,

faster move. <http://www.ghqmodels.com/store/w27.html> (SAU122)

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/30	7	5	0	2/1	5/9
Weapon	Range	Attack	Notes			
105mm Cannon	60	AP6/AV7	<i>Targeting(1)</i>			
Heavy MG	30	AP7	-			

Notes: Forging



HumanXX ATGM Tank

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/30	7	4	0	2/1	3/5
Weapon	Range	Attack	Notes			
ATGM - Fragger	60	AV5	ATGM, Slow Fire			

FILLER IMAGE
REPLACE

HumanXX AA Tank

Anti-aircraft tank carrying AA Missiles.

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/30	7	3	0	2/1	1/3
Weapon	Range	Attack	Notes			
Falcon Launcher	60	AA6	-			

FILLER IMAGE
REPLACE

HumanXX Mobile Rocket Launcher

Tracked artillery weapon. Multiple rocket launcher on top.

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	10/25	7	2	0	2/1	1/2
Weapon	Range	Attack	Notes			
Multiple Rocket Launcher	300	AS 2/8	Indirect Fire, Mobile Artillery			

FILLER IMAGE
REPLACE

HumanXX Mobile Mortar

Tracked enclosed artillery weapon. Has 120mm mortar. (ex. 120 mm Mortar on Wiesel 2 Platform)

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	10/25	7	2	0	2/1	1/2
Weapon	Range	Attack	Notes			
120mm mortar	75	AS 2/8	Indirect Fire, Mobile Artillery			

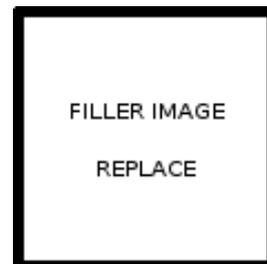
FILLER IMAGE
REPLACE

HumanXX IFV

A newer version of the older APC, with updated weapon systems. Similar to BMPs.

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/30	7	3	0	2/1	5/6
Weapon	Range	Attack	Notes			
35mm Autocannon	45	AP8/AV5	-			

Notes: Transport(2 HumanXX infantry units)

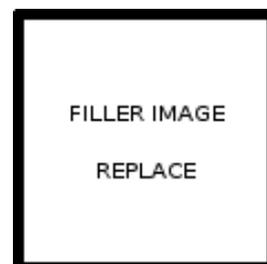


HumanXX APC

A tracked armoured personnel carrier. Used as line transport for some of the troops. Being slowly replaced by the IFV. Similar to M113.

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	15/30	7	3	0	2/1	3/2
Weapon	Range	Attack	Notes			
Light MG	30	AP7	<i>No gunner</i>			

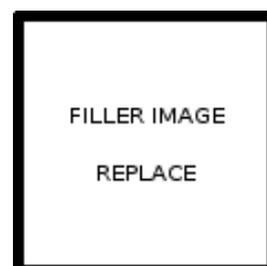
Notes: Fording, Transport(2 any HumanXX infantry units)



HumanXX Trident Helicopter

This is an attack helicopter.

Type	Move	COM	ARM	VIS	CF	NF
Attack Helicopter	125	7	3	0	1/1	3/5
Weapon	Range	Attack	Notes			
Gatling cannon	30	AP8/AV5	<i>Fire Arc: Front</i>			
Rocket pods	45	AP6/AV6	<i>Fire Arc: Fixed</i>			
Strike missiles	45	AV9	<i>Fire Arc: Fixed, Half Weapons</i>			

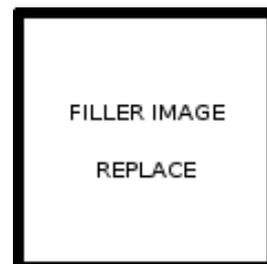


HumanXX Transport Aircraft

Basic aircraft for deploying paratroopers.

Type	Move	COM	ARM	VIS	CF	NF
Transport Aircraft	-	7	3	0	-	-
Weapon	Range	Attack	Notes			

Notes: Damage(2), Transport(2 HumanXX infantry units)



HumanXX Strike Fighter

HumanXX ground attack aircraft. Similar to A-10.

Type	Move	COM	ARM	VIS	CF	NF
Attack Aircraft	-	7	3	0	-	-
Weapon	Range	Attack	Notes			
AA missiles	45	AA5	-			
22mm Cannons	30	AP6/AV3/AA2	-			
2 x AG Missiles OR	30	AV8	<i>Fire Arc: Fixed</i>			
Napalm tanks	15	AS 2/6	<i>Fire Arc: Fixed, Ignore cover(2/0)</i>			

FILLER IMAGE
REPLACE

HumanXX Bomber

HumanXX medium bomber.

Type	Move	COM	ARM	VIS	CF	NF
Bomber Aircraft	-	7	3	0	-	-
Weapon	Range	Attack	Notes			
22mm Cannons	30	AA3	-			
Bombs	15	AS 4/10	<i>Fire Arc: Front, Bombs, High Altitude</i>			

FILLER IMAGE
REPLACE

HumanXX Destroyer

Type	Move	COM	ARM	VIS	CF	NF
Ship	35	8	5	0	-	6/6
Weapon	Range	Attack	Notes			
AA missiles	45	AA5	-			
120mm Cannon	120	AS 6/12	-			

Notes: Damage: 2

FILLER IMAGE
REPLACE

Other unit types. Emphasize tracked vehicles. Prefer rockets / missiles over shelling artillery.

Assault Craft Boat for coastal landings.

Frigate

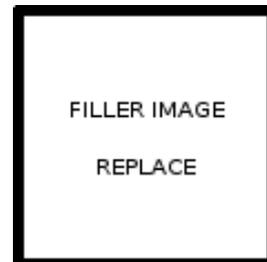
Cruiser

5.2 Orc Hegemony Forces

Orc Big Ones

Type	Move	COM	ARM	VIS	CF	NF
Character	10/15	7	0	3	4/4	5/7
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP7	-			
LAW	15	AV7	-			

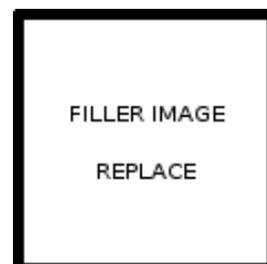
Notes: Leader



Orc Shock Troop Leader

Type	Move	COM	ARM	VIS	CF	NF
Character	-	-	-	-	-	-
Weapon	Range	Attack	Notes			

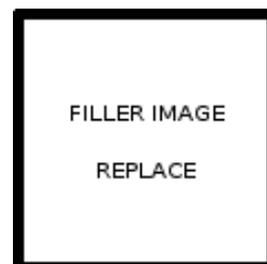
Notes: Leader



Goblin Infantry Commander

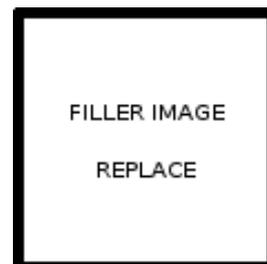
Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	4	2/1	3/2
Weapon	Range	Attack	Notes			
Light MG	30	AP7	-			

Notes: Leader



Orc Infantry

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	6	0	3	3/3	4/7
Weapon	Range	Attack	Notes			
2 x Infantry weapons	15	AP5	-			
LAW	15	AV7	-			



Orc MG Infantry

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	6	0	3	3/1	4/3
Weapon	Range	Attack	Notes			
Heavy MG	30	2 x AP6	-			

FILLER IMAGE
REPLACE

Orc Shock Infantry

Elite Ork forces. Black Orcs / Urukhai / foo?

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	8	1	3	3/3	5/8
Weapon	Range	Attack	Notes			
Light MG	30	AP7	-			
LAW	15	AV7	-			

FILLER IMAGE
REPLACE

Goblin Infantry

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	6	0	4	1/1	2/2
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP7	-			
Light MG	30	AP7	<i>Half Weapons</i>			

FILLER IMAGE
REPLACE

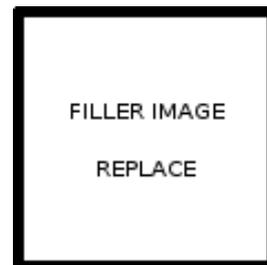
Goblin ATGM Infantry

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	6	0	3	2/1	2/5
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP7	-			
ATGM - Gorath	45	AV3	<i>ATGM, Primary, Slow Fire</i>			

FILLER IMAGE
REPLACE

Goblin MBT

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/25	7	6	0	2/1	6/9
Weapon	Range	Attack	Notes			
115mm Cannon	60	AP6/AV8	-			
Light MG	30	AP7	-			

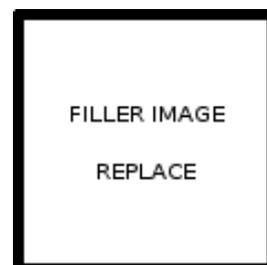


Orc IFV

Similar to Marder IFV

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/30	6	3	0	2/1	5/8
Weapon	Range	Attack	Notes			
35mm Autocannon	45	AP8/AV5	-			

Notes: Transport(2 any Orc Infantry units)

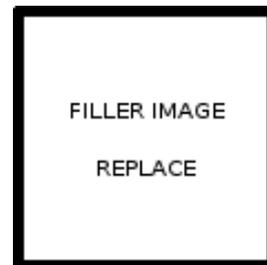


Goblin APC

Wheeled ala PASI but hull similar to Orc IFV without turret and gun in front.

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	15/35	6	2	1	2/1	3/2
Weapon	Range	Attack	Notes			
Light MG	30	AP7	<i>No gunner</i>			

Notes: Transport(2 any Goblin Infantry units)

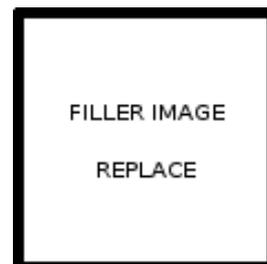


Orc Gunwagon

Gunwagon is a unarmoured jeep to which a support

weapon is bolted to a back. These range from heavy machine guns to autocannons to anti-air cannons.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	20/30	6	1	0	2/1	3/4
Weapon	Range	Attack	Notes			
25mm autocannon	45	2 x AP7/AV4	-			



Orc Flakwagon

Gunwagon is a unarmoured jeep to which a support

weapon is bolted to a back. These range from heavy machine guns to autocannons to anti-air cannons.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	20/30	6	1	0	2/1	3/4
Weapon	Range	Attack	Notes			
Heavy AA gun	45	AP7/AV5/AA5	-			

FILLER IMAGE
REPLACE

Orc Howitzers

Wheeled carriage artillery piece.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	0	6	0	0	3/1	3/2
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP5	-			
155mm Artillery	250	AS 3/10	<i>Indirect Fire</i>			
<i>OR</i>						
105mm Artillery	200	AS 2/8	<i>Indirect Fire</i>			

FILLER IMAGE
REPLACE

Notes: Single unit can have either 105mm or 155mm artillery weapon.

Orc Truck

Used to lug the Howitzers around.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	10/30	6	0	0	2/1	1/1
Weapon	Range	Attack	Notes			

FILLER IMAGE
REPLACE

Notes: Transport(1 Orc Howitzer)

Goblin Mortar

Wheeled open topped armoured truck with mortar at the back.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	10/30	7	2	0	2/1	1/2
Weapon	Range	Attack	Notes			
120mm Mortar	75	AS 2/8	<i>Indirect Fire, Mobile Artillery</i>			

FILLER IMAGE
REPLACE

Goblin Strike Buggy

Wheeled armoured buggy with ATGM on top.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	15/35	7	2	1	2/1	2/5
Weapon	Range	Attack	Notes			
ATGM - Gibber	60	AV4	ATGM, Slow Fire			



Goblin Anti-Air Buggy

Wheeled armoured buggy with AA launcher on top.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	15/35	7	2	1	2/1	2/3
Weapon	Range	Attack	Notes			
AA missiles	45	AA5	-			



Goblin Scout Buggy

Wheeled lightly armoured buggy.

Type	Move	COM	ARM	VIS	CF	NF
Soft Vehicle	15/40	7	1	1	2/1	2/2
Weapon	Range	Attack	Notes			
Light MG	30	AP6	-			
Notes: Scout(15)						



Orc Grond-34 Attack Helicopter

This is a attack helicopter. Similar to Mil Mi-24.

Type	Move	COM	ARM	VIS	CF	NF
Attack Helicopter	100	7	3	0	1/1	4/6
Weapon	Range	Attack	Notes			
Gatling cannon	30	AP7/AV5	Fire Arc: Front			
Missile Pods	45	AP6/AV6	Fire Arc: Fixed			
Rockets	60	AV9	Fire Arc: Fixed, Half Weapons			



Orc Grond-12 Helicopter

This is a medium attack helicopter. Similar to Mil Mi-8 (slightly more transport and less weapons).

Type	Move	COM	ARM	VIS	CF	NF
Attack Helicopter	100	7	3	0	1/1	3/5
Weapon	Range	Attack	Notes			
Gatling cannon	30	AP7/AV5	<i>Fire Arc: Front</i>			
Missile Pods	45	AP6/AV6	<i>Fire Arc: Fixed, Half Weapons</i>			

Notes: Damage 2, Transport(4 Orc infantry units)

**Orc Grond-21 Transport Helicopter**

This is a heavy transport helicopter. Mil Mi-6

Type	Move	COM	ARM	VIS	CF	NF
Transport Helicopter	-	6	5	0	1/1	1/1
Weapon	Range	Attack	Notes			
Gatling cannon	30	AP7/AV5	<i>Fire Arc: Front</i>			

Notes: Damage 2, Transport(13 Orc infantry units)

**Orc Attack Aircraft**

Ork ground attack aircraft. Similar to SU-17.

Type	Move	COM	ARM	VIS	CF	NF
Attack Aircraft	-	7	3	0	-	-
Weapon	Range	Attack	Notes			
AA missiles	45	AA5	<i>Fire Arc: Front</i>			
30mm Cannons	30	AP6/AV5/AA2	<i>Fire Arc: Fixed</i>			
Rockets	30	2xAV8	<i>Fire Arc: Fixed</i>			
<i>OR</i>						
Cluster Bombs	15	AS3/6	<i>Fire Arc: Front</i>			

**Orc Landing Craft**

Type	Move	COM	ARM	VIS	CF	NF
Boat	30	8	5	0	-	6/3
Weapon	Range	Attack	Notes			
25mm autocannon	45	2 x AP7/AV4	-			

Notes: Damage: 2



Orc Destroyer

Type	Move	COM	ARM	VIS	CF	NF
Ship	20	8	5	0	-	6/6
Weapon	Range	Attack	Notes			
AA missiles	45	AA4	-			
120mm Cannon	120	AS 6/12	<i>Mobile Artillery</i>			

Notes: Damage: 2



5.3 The Peoples Democratic Federation of Ratmen

Ratmen Commander

Commanders are mid level officers. They represent ranks equivalent to captain or major. Usually they lead a larger formation in battle.

Type	Move	COM	ARM	VIS	CF	NF
Character	-	+1	-	-	-	-
Weapon	Range	Attack	Notes			

Notes: Leader



Ratmen Officer

Officers are lower level officers from Commanders. They

represent ranks between sergeant major and captain. Usually they lead smaller formation in battle.

Type	Move	COM	ARM	VIS	CF	NF
Character	-	+1	-	-	-	-
Weapon	Range	Attack	Notes			



Ratmen Infantry

This is the regulars of the army. They create most of the army infantry forces.

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	4	2/1	3/3
Weapon	Range	Attack	Notes			
Infantry Weapons	15	AP7	-			



Ratmen Rifle Infantry

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	4	2/1	3/4
Weapon	Range	Attack	Notes			
Sniper Rifles	30	AP7	<i>Disrupt(1)</i>			



Ratmen Bike Infantry

Type	Move	COM	ARM	VIS	CF	NF
Infantry	20/40	7	0	2	2/1	3/7
Weapon	Range	Attack	Notes			
Infantry weapons	15	AP6	-			
Heavy AW	30	AV7	-			



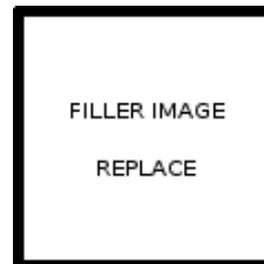
Ratmen Machine Gun

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	3	2/1	4/3
Weapon	Range	Attack	Notes			
Light MG	30	AP7	-			



Ratmen Hunters

Type	Move	COM	ARM	VIS	CF	NF
Infantry	10/15	7	0	4	3/2	4/7
Weapon	Range	Attack	Notes			
Light MG	30	AP7	-			
LAW	15	AV7	-			



Ratmen Anti-Infantry APC

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	15/35	7	3	0	2/1	4/3
Weapon	Range	Attack	Notes			
Heavy MG	30	AP8	-			

Notes: Transport(2 any Ratmen Infantry units)



Ratmen Anti-Tank APC

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	15/35	7	3	0	2/1	3/6

Weapon	Range	Attack	Notes
Recoilless Rifle - RAZ82	45	AV7	-

Notes: Transport(2 any Ratmen Infantry units)

**Ratmen SWI-2**

SWI-2 is lightly armoured attack vehicle. It is often used to

conduct lighting raids to vulnerable points in enemy lines or as support vehicles for mobile reserve.

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/35	7	1	2	2/2	3/5

Weapon	Range	Attack	Notes
Chain Gun	30	AP7/AV6	-

**Ratmen SQD-1**

SQD-1 is light IFV which is intended to be dropped from aircraft. It is less armoured than the regular transport used by Ratmen.

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/30	7	2	1	2/1	5/6

Weapon	Range	Attack	Notes
25mm Autocannon	30	AP7/AV5	-

Notes: Transport(2 any Ratmen Infantry units)

**Ratmen MBT**

Type	Move	COM	ARM	VIS	CF	NF
Armoured Vehicle	20/30	7	5	0	2/1	6/9

Weapon	Range	Attack	Notes
105mm Cannon	90	AP7/AV8	-
Heavy MG	30	AP8	-



6 Gaming

6.1 Scenario: Meeting Engagement

The scenario represents two armies moving towards predestined targets encountering each other.

DESIGN CONCEPT
Meeting Engagement scenario

This scenario is intended to be a "default" scenario for the game. It represents on what happens when two armies are moving to same area without knowing of each other. While this is somewhat unlikely event, it is simpler to create armies for such an event beforehand.

6.1.1 Gaming Table

A table sized at least 120cm by 180cm should be used in a standard game. The table should be then though to have 30cm squares, creating a 4 deep and 6 wide grid. For both sides depth 1 is in their own table edge and depth 4 is the opponents table edge. In each part at least one major terrain feature should be put. In general perhaps 1/3 of the table should be covered by terrain. A larger table can be used by either creating bigger grid or larger grid squares or both.

Both players also need to create a map of the table. It does not have to be an accurate map, but pointing out the grid and major elements. Also roads and rivers should be shown in it.

This map is then used to plot the entry of the armies into table.

6.1.2 Forces

The lists are designed to be used in 500 - 2000 point games. A regular game taking 3 hours should be 1000 point [THAT'S THE AIM ANYWAY ...]. Both players should divide their armies into battlegroups before the battle. The details of how the army is divided into a battlegroup is explained in the army list. Players then mark which grid element is the target of which battlegroup and mark with an arrow how the battlegroup moves into that target, making battlegroup path. [SHOULD THE POSITIONS BE MARKED ON MAP?] The turn the battlegroup enter into play depends on the grid position.

Each battlegroup should also have a basic march formation though out before the battle. An example of a mechanised human battlegroup is shown in 6.1 Battlgroup example on page 47.

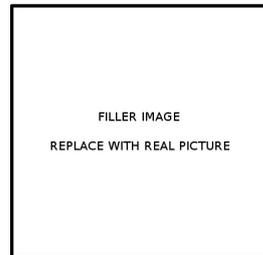
6.1.3 Objectives

After the battlegroup paths have been done, the objectives are placed. Both sides puts down three objectives, one primary and two secondary. First the primary is put then secondaries. The objectives are put in alternating fashion starting with the player with highest strategy value.

The primary objective must be put into players own table edge (the long edge on players side). The secondaries are put on opponents

Table 6.1: Battlegroup example

A mechanised human battlegroup comprising of tank company and mechanised infantry company with tank group. Infantry transports in 4x2 formation with command transport being the third row with tank support in front. Tank company forms two columns to both sides of the transports.



picture of the battlegroup formed up

table half. Secondary objectives must be put at least 30cm away from other objectives or player table edges.

To hold an objective a unit from unbroken formation must be within 15cm of the objective at the start of an end phase. If both players are in position to hold the same objective, then it is contested and neither is holding it.

6.1.4 Pre-Battle Moving

Before the actual battle starts, the battlegroups move according to the paths during pre-battle turns. Both players move their battlegroups in alternating fashion, there is no keeping initiative here. At the start of each pre-battle turn, roll for initiative and the winner can choose who goes first.

On pre-battle turn 1 the battlegroups which move to the depth four move into table. On pre-battle turn 2 battlegroups which move to grid depth three move into table and so on. At the beginning of the turn a battlegroup is brought into table, it is given a command level order for the start of the battle. Then the movement is measured from the edge of table and the battlegroup is put into the predefined formation.

If a formation reaches its target it takes up their positions in target. The formation may

then replace their given order with prepared fire order if they wish.

If at any point of the move the enemy becomes 30cm of either side the movement is halted immediately. There has been contact! If the unit which is the closest to the enemy unit does not have scout special ability, then the formation gains a ST. If the formation is transporting units, they may disembark. When this occurs first time, the player who did not move the battlegroup wins the initiative for first turn of the game. After this turn, the battle starts. If no battlegroup meet during pre-battle turns, the game starts when all battlegroups are in their target positions from both sides.

If the start point of the formation is within 30cm of enemy at the turn that it should enter into play, then the point is moved away from enemy to the nearest point where there is space for the battlegroup to enter to battlefield. The battlegroup then is moved on to table and it is immediately counted as being in contact as above.

In the start phase of the first turn, both players mark the position for the remaining battlegroups where they will enter during the turn. If the group was scheduled to arrive next turn, it can have a command level order of advance or double, if not it must have double. At the end of the start phase, both players show their

map to the opponent so they can verify the pre-battle movements.

[THERE PROBABLY SHOULD BE AN EXAMPLE OF TABLE AND MAP, BUT HOW EXACTLY?]

Aircraft

At the beginning of the game the aircraft and transport helicopter formations and formations transported in aircrafts or transport helicopters are given their first turn command. Aircraft do not move into board during pre-battle turns.

6.1.5 Game Length and Victory Conditions

The game can end on turn 3. The victory conditions are checked at the start of the end phase. If one side has at least two of the victory conditions listed below and more than opponent, the game ends to the victory of player with more conditions. If after turn 6 neither side has required amount of conditions, the game ends and victory points are calculated.

Victory Conditions

Break Enemy Morale Break Enemy Morale represents the situation where the enemy loses their main formation and loses part of the fighting spirit. This condition is scored by wiping out the most costly formation of the opponent.

Breakthrough Breakthrough represents the situation where one side is able to punch through the opponents army and create a breakpoint in the battlelines. This condition is scored by controlling the primary objective on the opponents sides.

Take and Hold Take and Hold represents the situation where one side is able to take important areas on opponents side and hold them. This condition is scored by control-

ling any two objectives on the opponents side.

Hold the Line Hold the Line represents the forces ability to prevent the enemy from breaking through their lines. This condition is scored by controlling all three objectives on the players own side.

Contain the Enemy Contain the Enemy represents the situation where one side is able to contain the enemy and preventing it from moving from the controlled area. This condition is scored when no enemy units from unbroken formations is on players side of the board.

Victory Points

If neither side is able to win with victory conditions, then the game is won by counting victory points. The victory points are calculated from cost of the broken or destroyed enemy formations. Both sides are allowed to attempt to rally the formations as normal at the end phase before the victory points are calculated.

Player gets half of the point cost of opponents formation if a) the formation is broken or b) the formation has lost half or more their original number of units.

Player gets the full point cost of the opponents formation if a) the formation is completely wiped out or b) the formation has lost half or more their original number of units and is broken.

The side which scores more points than opponent wins the game.

6.2 HumanXX forces

The HumanXX forces are divided into companies. Two support groups can be taken per company. In addition to companies and support groups, there is upgrades. A company can take up to three upgrades while support group may take only one upgrade. Each upgrade can be taken only once.

In order to take an air asset, two companies must be taken.

Commander

Each army is lead by a commander. You can give to a single HumanXX Commander unit *Commander* special ability.

Battle Groups

HumanXX can have up to 5 battle groups per 1000 points. Each company and support group must be assigned to a battle group. The air assets or any formation travelling within them are not assigned to battle groups. Each of the battle groups must have at least two formations in it.

COMPANIES

FORMATION	UNITS	NOTES	COST
Infantry company	One HumanXX Commander and 10 HumanXX Infantry units. may upgrade up to 3 units to LAW or ATGM infantry may upgrade up to 3 units to MG infantry may add 6 APCs or 6 IFVs may add 3 MBT IIs may add 1 ATGM tank may add 1 AA tank		
Primary Tank company	One HumanXX Commander and 9 HumanXX MBT I units. may add 1 ATGM tank may add 1 AA tank		
Secondary Tank company	One HumanXX Commander and 9 HumanXX MBT II units. may add 1 ATGM tank may add 1 AA tank		
Artillery company	One HumanXX Commander and 9 HumanXX Mobile Rocket Launchers. may add Disrupt(2) to the Rocket Launcher		

SUPPORT GROUPS

FORMATION	UNITS	NOTES	COST
Special Forces	8 HumanXX Special Forces units may upgrade up to 2 units to Support may add 4 IFV transports may add 1 ATGM tank	Paratroopers	
Artillery Battery	4 HumanXX Mobile Rocket Launchers may add Disrupt(2) to the Rocket Launchers		
Recon Group	6 HumanXX XR-5 Scouts may add 2 IFVs and 4 Special Forces units		
Mortar Battery	HumanXX Officer and 4 HumanXX Mobile Mortars may add Ignore Cover(1/1) to the Mortars		

AIR ASSETS

FORMATION	UNITS	NOTES	COST
HumanXX Trident Helicopter	4 HumanXX Trident Helicopters		
HumanXX Transport	1 HumanXX Transport Aircraft		
HumanXX Attack Aircraft	2 HumanXX Attack Aircraft		

6.3 Ork Hegemony forces

The Orc Hegemony forces are divided into companies. Two support groups can be taken per company. In addition to companies and support groups, there is upgrades. A company can take up to three upgrades while support group may take only one upgrade. Each upgrade can be taken only once.

In order to take an air asset, two companies must be taken.

Commander

Each army is lead by a commander. If the army consists only of Goblin units, you may give to a single Goblin Infantry Commander unit *Commander* special ability. If army consists of both Goblin and Orc units, then you may give a single Orc Big One unit *Commander* special ability.

Battle Groups

Orc Hegemony can have up to 4 battle groups per 1000 points. Each company and support group must be assigned to a battle group. The air support groups or any formation travelling within them are not assigned to battle groups. One of the battle groups can be a helicopter group. It and only it, can have the helicopter transported formations.

Each of the battle groups (with exception to the helicopter group) must have at least one company in it. If there is only Goblin companies in a battle group, then no Orc support group can be included.

COMPANIES

FORMATION	UNITS	NOTES	COST
Orc Infantry company	Two Big One units and 10 Ork infantry units. may upgrade 3 units to MG infantry may add 2 Shock Troop units and 1 IFV may add 6 IFVs may add 3 Gunwagons with Scout ability	Group Mentality	
Goblin Infantry company	One Goblin Commander unit and 15 Goblin infantry units may upgrade 2 or 4 units to ATGM infantry may add 8 APCs may add 4 Goblin units and 2 APCs may add Goblin Anti-Air Buggy may add 3 Goblin Scout Buggy	Group Mentality, Shaky	
Goblin Tank company	10 Goblin MBT units.	Group Mentality	
Orc Gunwagons	10 Gunwagons may replace up to 3 units with Flakwagons	Group Mentality	X Free
Orc Artillery company	8 Ork 95mm Howitzers with 8 Ork Trucks upgrade all Howitzers to 155mm	Dedicated Transports, Group Mentality	

SUPPORT GROUPS

FORMATION	UNITS	NOTES	COST
Artillery battery	4 Ork 95mm Howitzers with 4 Ork Trucks upgrade all Howitzers to 155mm	Dedicated Transports, Group Mentality	
Mortar battery	4 Goblin Mortars may add Ignore Cover(2/0) to the Mortars	Shaky	
Goblin Buggy section	6 Strike Buggy may add 3 Goblin Scout Buggy may add Goblin Anti-Air Buggy may add 3 Goblin MBT	Group Mentality, Shaky	
Orc Shock Troop force	Ork Shock Troop Leader and 8 Ork Shock Troop Infantry units may add 4 Orc IFVs or 2 Grond-12 Helicopters	Group Mentality	Z X / Y

AIR SUPPORT GROUPS

FORMATION	UNITS	NOTES	COST
Orc Medium Attack Helicopter	4 Ork Grond-12 Attack Helicopters		
Orc Attack Helicopter	4 Ork Grond-34 Attack Helicopters		
Orc Transport Helicopter	Ork Grond-21 Transport Helicopter		
Orc Attack Aircraft	2 Ork Attack Aircraft		

6.4 The Peoples Democratic Federation of Ratmen

The Peoples Federation of Ratmen forces are divided into companies. Two support groups can be taken per company. In addition to companies and support groups, there is upgrades. A company can take up to three upgrades while support group may take only one upgrade. Each upgrade can be taken only once.

In order to take an air asset, two companies must be taken.

Commander

Each army is lead by a commander.

Battle Groups

COMPANIES

FORMATION	UNITS	NOTES	COST
Ratmen Infantry company	Ratmen Commander, 8 Ratmen Infantry and 8 Ratmen Rifle Infantry units. may add up to 2 MG Infantry unit may add 8 APCs of either type		
Ratmen Fast Attack Group	10 Ratmen SWI-2 vehicles		
Ratmen Tank Company	9 Ratmen Battle Tanks		

SUPPORT GROUPS

FORMATION	UNITS	NOTES	COST
Bike Anti-tank Platoon	8 Ratmen Bike Infantry units		
Air Drop Platoon	6 Ratmen Hunters and 2 Ratmen Rifle Infantry units may add 4 SQD-1 transports		

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