

Xenos & Zealots



28mm Sci Fi war games rules

Written by Kevin Wesselby & Lee Wilkins

Introduction

Just imagine for a moment.....

The future does not hold the utopia of all races working together in harmony for their common benefit . All sentient beings are afflicted with a fatal flaw, they fear what they do not understand.

In a universe full of diverse species and ideology and lack of understanding is common place. Fear and loathing grows from ignorance and doubt. This manifests itself into wars that divide and debase all creatures and societies into fractured warring factions. These factions are blinded by intolerance, numbed by grief and driven by hate ...

In this universe, war is inevitable in all arenas, on land, air, water and space. Each race is fighting for, not only its own survival, but to destroy any that oppose their view. Within each race, several factions exist. Some factions believe themselves to be superior in some way and wage war on those they deem inferior. Some factions do not even attempt to justify their actions, these live only to kill and conquer. They simply take what they are able to until they fall in battle.

War, war never changes, never goes away... it just fills the void when all hope dies.

Now, I have set the scene, tell me you couldn't imagine being there, planning on how to build your force, how to protect the objective and how to annihilate the enemy. If you really couldn't, then put this book down and return to the dull world of reality. If, however, this cinematic approach to the game has you begging for more, then please read on.

The battlefield is an exciting and awe inspiring place, full of danger and confusion. A tabletop game should be just as exciting and awe inspiring, but without the actual danger and confusion. Xenos & Zealots is a set of war games rules, which allows the players to plan their strategy and make tactical decisions, which can give an interesting and entertaining game in any sci-fi setting.

Xenos & Zealots is played using units, which are represented by the 'scale models' of a particular race. *For example – an infantry unit of Space Marines is represented by 10 Space Marine models and a AFV unit is represented by one AFV model.* All units in Xenos & Zealots perform a similar role to their full size counter parts by using Statistical Data (Stats for short) to resolve their interaction on the tabletop.

Xenos & Zealots also uses a GAME TURN to let the players know where they are in the turn and what they can do and when. If for some reason there is a situation or interaction that is not covered by the rules, then the players can use the way the rules are written to determine the most probable out come. If there still is a difference of opinion, then dice off to resolve the situation quickly as to allow the game to proceed.

Contents

<i>Chapter</i>	<i>Heading</i>	<i>Page Number</i>
1	Introduction	1
2	Resolution methods	3
3	Models and Units	4
4	Characteristics and Statistical data	5
5	Weapon profiles	6
6	The Game Turn	7
7	Movement	9
8	Shooting	12
9	Assault	17
10	Morale	19
11	Designing Units	20
12	Organizing a battle	
	Play sheets	



Resolution methods

The rules use 3 resolution methods.

1) Direct representation

This simply shows the number of dice rolled, or the distance of the maximum Movement / effect.

Example - Effective Range 0-12" means it can hit enemy models up to 12" away.

Attack value 2 means the weapon rolls 2 attack dice.

2) Modified Stat

This method uses a stat value as a target score for a dice roll, this value can be modified by situations and effects of other elements.

Example - Morale Value 3+. The player needs to roll 3 or more to pass a morale test. If the unit has suffered enough casualties this adds to the morale value making the test harder to pass.

3) Stats as Modifiers

The stat value is added to a players dice roll to determine the effective value.

Example - A weapon with an Armour piercing value of 6 fires on a target with an armour value of 1. The target model adds 1 to his (D6) armour saving roll. If the total value is equal to or higher than the Armour piercing value 6, then, the target model has passed their armour save and takes no damage.

Measuring Conventions

All movement measurements are taken from the models base, or the hull of a vehicle. As for shooting all measurements are measurements are taken from the firing weapon if vehicles / Artillery or from the base if classed as infantry.

Dice rolling conventions

Xenos & Zealots uses two types of dice throughout the rules.

- ⌚ D 3 = roll a D6, 1-2 = result of 1, 3-4 = result of 2, 5-6 = result of 3.
- ⌚ D6 = standard 6 sided dice.

When rolling multiple dice apply each result separately. Unless other wise stated Modifiers may be included to modify the target score the target score required.

Re rolls

A 're roll' allows the player to re roll ANY ONE dice they just rolled. But the result of the re rolled dice stands and can NOT be rolled again.

Models and Units

In Xenos & Zealots models represent the combatants in the army. Often models are grouped together into what we call UNITS, with some being more powerful models *for example - Large powerful vehicles, Monsters, or Characters that* can be deployed as a single model UNITS. Each unit is classed as one of the following types :-

Unit types

Basic Infantry

This is the standard basic unit that is deployed on foot and is found in most battles. This can also include beasts without riders.

Mobile Infantry

This represents infantry units that have been given a transport vehicle or a monster to help them deploy into the battle more effectively.

Mounted Infantry

Infantry that has been trained to fight while mounted on bikes or beasts to improve their mobility.

Character, Vehicles and Monsters

These are normally larger vehicles with heavier armour or very large beasts in which are used to support the infantry. Or they can be a leader commanding the army or a mighty warrior within the army.

Artillery

Artillery are large weapons that need a crew to fire them. There are 2 basic types:-

1) **Mobile Artillery** – This can be manhandled or towed and moves at the same rate as the crew or towing vehicle. It takes a Ready action to set up / remount towed artillery.

2) **Massive artillery** – These are immobile units and are used to fire from a dug in position.

In addition to the above all Artillery pieces mounted on vehicles follow all the rules for vehicles.

When shooting at artillery, a firepower test is required to destroy it if firing through the armoured 'Gun Shield' or 'Citadel' / Turret. Otherwise all attacks are resolved against the crew as normal, this includes attacks by indirect weapons.

Characteristics and Statistical Data (Stats)

In the universe of the far future, there are billions of inhabited worlds with diverse and amazing creatures. As we are focusing on a set of war games, we need to define how these races interact in our game.

Models and units are allocated values to particular characteristics. The technical term is Statistical Data. But players tend to shorten this to the more manageable 'Stat's'. We are going to assume that war remains similar to modern warfare, as the 'arms race in the future' will simply change the abilities of the combatants not the basic interaction. Modern Warfare is all about Mobility to take objectives, Fire Power to control enemy movement and Assault to contest objectives.

I would like to present the 'natural' abilities of the combatants first then show the combined effect of the combatants and their weaponry as a net effect. The units' mobility and survivability are covered in their natural 'Stats'.

The units' offensive capability depends heavily on the weapon load out of the unit. This is shown in the '**Weapon Profile**' of the unit directly under the Unit Stats.

Unit Statistics

Mobility

This is how the unit moves, represented by a letter. And a distance in inches showing the maximum movement distance the unit MAY move when taking a move action. This distance can be modified by some terrain types, which will be covered later.

Armour value

This represents how well the unit is protected by armour. This value is added to the models *armour save roll*, to see if the armour deflects the weapon hit.

Some vehicles and Monsters have 3 values Front / Side / Rear & Top.

Resilience

This value represents the targets natural ability to resist damage. This value is added to the attacking Weapon Damages target score to increase the difficulty of causing damage.

Wounds / Structure

How many damaging hits the unit can take, this is represented as Wounds for organic units and Structure for mechanical units.

Stealth Value

How hard the target unit is to target with ranged weapons.

Assault Value

How hard the unit is to hit in close assault and the order in which they fight in close combat (Charging units always strike first).

Morale Value

How willing the unit is to fight on after taking damage.

Command Value

How good the unit leader / independent character hero is at inspiring other friendly combatants in their command range. This is expressed as a number of re-rolls (1 to 4) per game turn and the range radius between 6", 9" & 12" the re-rolls can be applied within.

Notes

This represents the important differences the unit may have over other units, which may be special equipment or sometimes it is because of a natural special ability.

Weapon Profiles

All of a UNIT WEAPONS effects are covered with the following data. These values represent the weapons as used by the individual unit.

Effective range

This is dependent on the skill of the user and the Accuracy in aiming ranged weapons or its speed and or reach in close combat.

Attacks

This is the number of D6 the player rolls to represent the number of shots / strikes the model has against their target, or the type and size of template or blast marker used to represent the weapons area effect.

Armour Penetration

How good the weapon is at penetrating armour, but in close combat this is dependent on user skill in landing blows accurately.

Damage

This is a measure of how good the weapon is at damaging the soft target behind the armour / hard cover. It is represented by a minimum dice score required to cause damage. *For example - Damage value 4+, means any D6 roll that scores 4 or more causes the target to lose a wound / structure point.*

All this information will be presented on the front of the unit card along with the force type, unit name etc. Examples of this will be shown later. The rear of the unit card will have all the appropriate information on force organization depending on what Theme the player has chosen.

The Game Turn

Before the game starts the players decide who is going to be the Attacker or Defender. If players can't agree, then a simple roll off odds or evens will decide. The player chosen to be the Defender gets to choose their deployment zone first and the player chosen to be the Attacker gets to take his actions first.

Command Phase

- ⌚ **BOTH** players place order counters face down next to their units on good morale.
- ⌚ **BOTH** players can request off table support from Reserve units and artillery / air strikes. If a successful request roll is made place entry point / aiming point markers on the table to define where the support will arrive. The game uses 4 markers for this, 3 dummy markers and one active marker to keep the opposition guessing.

Primary Actions

- ⌚ The Attacker turns over their units order counters one at a time. Then the attacker takes the first action with each unit in turn.
- ⌚ The Defender turns over their units order counters one at a time. Then the defender takes the first action with each unit in turn.

Secondary Actions

- ⌚ The Attacker carries out their second action with each unit one at a time and then removes the counter.
- ⌚ The Defender carries out their second action with each unit one at a time and then removes the counter.

Resolution Phase

Both players roll for off table support arrivals and place them on table. Resolve any artillery and air strike effects as they arrive. After all off table support has arrived, both players can attempt to rally units on poor morale (*Units with Suppressed or Routing counters*).



The Order Counters

Below describes the types of Order Counters that can be given to a unit, which must be acted upon in the correct sequence.

- ⌚ **ADVANCE** :- The unit can Move with its first action and Shoot with its second action.
- ⌚ **CHARGE** :- The unit Moves with the first action and Assaults with the second action.
- ⌚ **DOUBLE TIME** :- The unit can Move with the first action and then Move again with its second action (but not into close combat).
- ⌚ **EVADE** :- The unit can Shoot for its first action and then Move with its second action.
- ⌚ **FIRE SUPPORT** :- The unit gets itself Ready for the first action and then Shoots for the second action.
- ⌚ **INFILTRATE** :- The unit gets itself Ready for the first action and then Moves for its second action. This will improve the units' stealth value.

The Order Counters are made up of 2 actions. These actions are described as follows :-

- ⌚ **MOVE** :- The unit can unit move up to its maximum Speed value.
- ⌚ **SHOOT** :- The unit makes a ranged attack.
- ⌚ **ASSAULT** :- The unit moves up to its maximum Speed value into close combat.
- ⌚ **READY** :- The unit prepares its weapons / equipment to improve the effect in its following action (*Fire to full effect including heavy-ordnance or improves its Stealth Value by 1 when moving*).

Movement

Movement is how far the models may move when taking a movement action, this is determined by the units Mobility value. A models movement is also effected by the terrain that it moves through / over.

Models are assumed to occupy the area taken up by their base or the hull of the vehicle. No Models may move through enemy units or pass through gaps between other models or obstacles that are narrower than its own base / hull.

Multiple Model Units and Unit Leaders

All multiple model units are assumed to have a unit leader (e.g NCO or officer) and should be easily identified in the unit. The unit leaders may have the same stats and weapons as the rest of their unit.

Character models may join friendly units by moving into the units' coherency range and the owning player declaring the character is attached and taking over command of the unit. If this happens the character model takes over as the 'unit leader'. The character stays with the unit until the owning player states that the character is no longer attached to the unit and moves them out of coherency of the unit.

When moving multiple model units, first move the unit leader model or attached character. Then position the rest of the models in the unit no further than the unit leaders, (or attached characters) Command radius from the unit leader. The Command radius may vary from race to race but the stat can be found on the unit card.

Units that are made up of multiple vehicles and monstrous creatures follow the same rules as multiple model units. Although, due to their large / bulky size on the battlefield the coherency range may be different on their unit card.

Note - *artillery must have its crew within 1" of the weapon for it to be classed as operational and in coherency. Measure the distance between the models base and the actual artillery weapon model.*

Terrain

The terrain found on gaming tables is massively varied. From everyday objects to finely crafted scaled terrain. Players must agree what the terrain is classed as before the game. We assume that open terrain has NO effect on movement speeds, UNLESS an area is defined as holding a specific type of terrain feature.

The basic **Area Terrain** types are.

- ⌚ **Hard Flat Surfaces** – such as roads, paved areas, runways, car parks, flat frozen ground, compacted sand and ash.
- ⌚ **Difficult Ground** - Rubble -damaged building-, walls or heavily broken / cratered ground covered with debris / clumps of vegetation etc.
- ⌚ **Light Woods** – such as an area with significant vegetation and or scattered trees and bushes.
- ⌚ **Heavy Woods or Jungle** - Is an area of dense vegetation heavily populated with large bushes and or trees.
- ⌚ **Water Feature** – Streams, rivers, ponds, lakes and swamps etc.(Some terrain features may have more exotic contents like acid, lava etc. The effects of these should be agreed before the game starts.)
- ⌚ **Built Up Area** – these include Towns, industrial complex, villages, etc.

Other sorts of terrain that are NOT classed as area terrain are classed as Obstacles. These include walls, fences, ditches, steep inclines, cliff faces, and single buildings that can be occupied. Obstacles can be climbed up / over or occupied by infantry / beasts. Players should also agree before the game what units can enter or hold buildings.

For example:-

An aircraft hanger can have most units move into them. A small tin shack might only be able to hold a 5 model infantry squad.

A simple 2" movement penalty to climb over an obstacle or up / down a level in a multistory building can be used as a basic starting point.

Players are free to modify this to suit their own terrain, but AGREE on movement penalties BEFORE the game starts!

Terrain, Cover and Line of Sight

Models can see and be seen out of Area Terrain if they are within 4" of the outside edge of the area terrain feature. If a model has more than 4" of area terrain between it and its intended target then the target is obscured, which means the Line of sight is blocked by the area terrain.

Models that are within 4" of the outside edge of the area terrain can claim cover from it.

Models that are within 1" of an obstacle can claim cover bonus, if being targeted from models on the other side of the obstacle. This is providing the obstacle blocks 50% or more of the targeted models profile. We will assume models 'on foot' can kneel down.

If the obstacle is made from substantial material, it may be considered to add an extra +1 to the Stealth Value of the models cover value for a total of +2. This represents shots being deflected by the type of hard cover. Most players reserve this for fortifications but it can be applied to thick stone / concrete walls etc. Again the players should agree this upon before the game starts.

Mobility Types

How a unit moves across the battlefield determines how they interact with some terrain features. There are 4 mobility types in this game:-

- 🕒 **Legs (L)** – foot infantry / cavalry and walking vehicles and monsters
- 🚗 **Wheels (W)** – Mainly motor bikes and buggies, wit some heavier multi-wheeled transport vehicles
- 🚊 **Tracks (T)** – Mainly tanks and other vehicles using caterpillar tracks, and some monsters / creatures that slither like snakes.
- 🚁 **Hover (H)** – These are vehicles that skim across the battlefield like modern day helicopters giving close support. Either using conventional rotors for lift or anti-gravity propulsion. Flying units that give close support, (ground attack runs, or dropping off troops) count as Hover (H) mobility while on table at this low altitude.

Units' mobility is shown as the symbol for mobility type followed by the movement speed.

For example :-

- ⌚ **Standard Infantry (L) 5"**
- ⌚ **Dreadnought (L) 6"**
- ⌚ **War Bike (W) 12"**
- ⌚ **Rhino (T) 6"**
- ⌚ **Land Speeder (H) 12"**

Movement Terrain Table

Terrain Type	Open	Road / Hard Surface	Difficult Ground	Light Woods	Heavy Woods	Water Feature	Built up area
Legs	-	2" bonus	1" penalty	1" penalty	2" penalty	Impassable	1" penalty
Wheels	-	2" bonus	2" penalty	2" penalty	Impassable	Impassable	1" penalty / Impassable
Tracks	-	1" bonus	-	1" penalty	2" penalty / Impassable	Impassable	- / Impassable
Hover	-	1" bonus	-	1" penalty	2" penalty / Impassable	1" penalty	1" penalty / Impassable

Note :- Where the table shows a penalty / impassable, it is down to the players to agree if the terrain can be crossed by that type of unit or not.

The penalties to movement from area terrain apply when *moving through area terrain. (*A unit can move 2" into or out of area terrain without penalty. Any movement greater than 2" through area terrain incurs the terrain penalty.)

Bonuses to movement from area terrain only apply if the unit moves at least half of their movement value through that terrain type.

Special Movement Abilities

- ⌚ **Amphibious (A)** – The unit counts water features as open ground.
- ⌚ **Dozer Blade / DTM (D)** – The unit counts difficult ground and light woods as open ground. Can also ignore some linear obstacles if players agree before the game.
- ⌚ **Jump Jets (J)** – The unit may jump up to 8" over terrain. Each height level they go up during the jump, reduce the length of jump by 2".

Shooting

Shooting is the game term used to describe ranged attacks. Shooting is resolved in 3 steps :-

- 1) *Select the shooting and target units*
- 2) *Check The Target is Valid*
- 3) *Roll To Hit*
- 4) *Armour Saves*
- 5) *Roll to Damage Against Unsaved Targets*
- 6) *Take any Relevant Morale Tests*

Select the Shooting and Target Units

Choose a unit that has been ordered to shoot and carry out all of its shooting attacks before moving on to the next unit. You may shoot with any or all of the models in the unit.

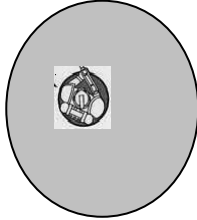
Next, select the shooting units intended target(s). The shooting unit may fire at different target units under certain circumstances. The unit **MUST** fire all of its small arms at the same unit. If the unit has specialized anti-tank and support weapon(s), they may fire at a different unit with a high armour value (like vehicles or monstrous creatures).

Check that the Target is Valid

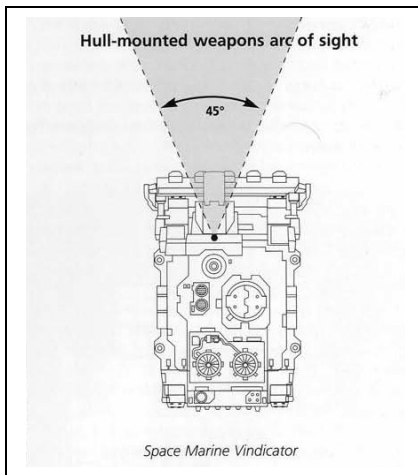
Before any dice are rolled you will need to see if the target unit is in line of sight to the models in the firing unit and it is within the range of the weapon that is firing (for example – a Bolt gun has a maximum range of 24”).

Arcs of Sight and Arcs of Fire

Single infantry models usually have a 360° arc of sight and arc of fire.



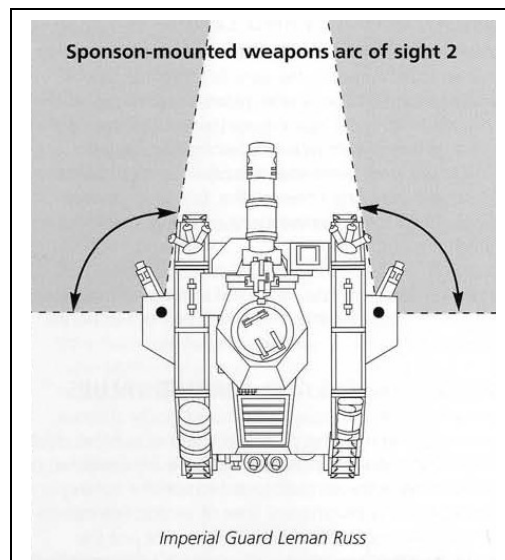
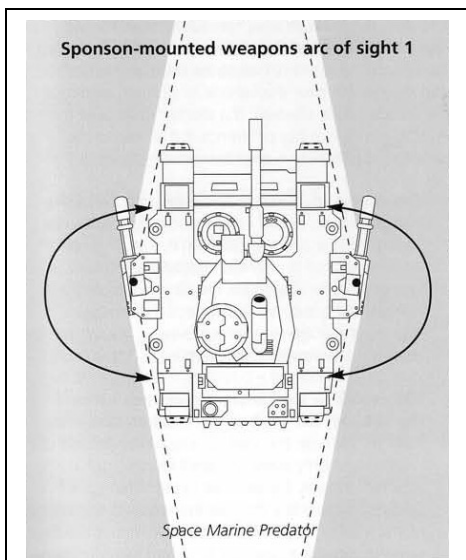
Larger models like vehicles and monsters may have varying arcs of sight and weapon effect arcs. Turret weapons can rotate and so have a full 360° arc of sight and arc of fire.



Hull mounted weapons have limited arc of sight and therefore limited arc of fire. This is 45° (eg. 22.5° either side of direct front facing). See diagram.

Large monsters and Walkers have a 90° arc of fire from its front with each of its weapon. Prior to shooting the Large monster or walker may pivot on the spot up to 45° to fire at its intended target.

The arc of sight and arc of fire of side sponsons will depend on the model type. What the model has is what it can do. Below are two examples of different side sponson types. If the models side sponson can turn 180° then it can fire 180° along the side of the vehicle. If the models side sponson can only turn 90° from its front facing then that is its arc of sight and arc of fire.



Roll to Hit

Once the shooting unit declares what weapons are firing at which enemy units and have checked they are in line of sight and are in range, then shooting can proceed.

The shooting unit rolls a number of attack dice depending on the weapons Attack value at the target unit. Any dice that roll equal to or higher than the target models modified Target Size have successfully hit the targeted models. It is a good idea to place the successful hit dice next to the target unit.

The damage is applied to models in the unit in such a way that whole models are removed first. Any hits must be allocated on the models closest to the shooting unit first. Models in the open must be allocated hits first before any models in cover. A model can claim the bonus of cover if the line of sight from the shooting model is partially blocked to the target models hull or body. Do not count weapons banners or any form of 'decoration', hands or feet or other relatively small appendages.

Target Unit Type	Stealth / Size Value
Individual infantry model	6+
Small infantry units	5+
Small vehicles / Medium infantry	4+
Medium vehicle / Monstrous Creature / large infantry	3+
Large vehicle / Monstrous Creature	2+

Modifiers to the Target Value :-

- ⌚ +1 Target over 36"
- ⌚ +1 Target in Cover
- ⌚ +1 Target on Infiltrate Orders
- ⌚ +1 Shooting Unit Suppressed

Example 1 of shooting without modifiers – A 5 man human infantry squad is firing all of its las guns (5) at a mob of 20 O.R.K.S in the open at 14" away. The ORKS target value is 3+, the Attack value of a las gun at 14" is 1. This means the attacking player rolls 5 D6 in total, (one dice per shooting model). Any roll of 3 or more on these dice will result in a hit on a targeted model. Place the successful hit dice next to the appropriate model(s).

Example 2 of shooting with modifiers – If the situation was as above, with the exception that the ORKS were in cover. Being in cover adds 1 to the ORKS Size value making them harder to hit their 3+ now goes to 4+.

If the target value requires more than 6 to hit then this does not stop the shooting unit from firing but it makes the chance of hitting more difficult. **The shooting unit rolls the number of attack dice, requiring 6 followed by a 6 to hit the target.**

Armour Saves

For every successful hit there is a chance to survive unscathed if the targets armour can absorb or deflect the hit from the weapon.

For every successful weapon hit, roll a D6 and add the models Armour value (AV) to the result.

If the modified armour save roll is equal to or higher than the weapons Armour Piercing (AP) value then the model takes NO damage.

If the modified armour save roll is less than the weapon AP value, the model becomes **suppressed**.

Roll to Damage Unsaved Targets

The firer then rolls to damage targeted models that failed their armour save roll.

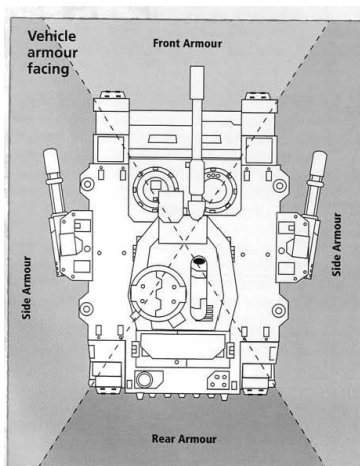
Roll a dice for each failed armour save roll. Any dice that equal the weapons damage value cause the target to lose wounds / structure. Note some units have a resilience value that makes damaging them harder. Simply add the targets resilience value to the weapon damage value.

For example - A Bolt gun has a damage value of 3+. An Ork has a resilience value of 2 which Makes the Ork harder to damage. So the Orks resilience is added to the weapons damage value which now give a damage value of 5. Each roll of 5+ will damage the Ork.

- ⌚ If over ½ of the unit has been removed as casualties or is suppressed, then mark the unit with a Suppressed Counter. This replaces its order counter, until the unit is rallied.
- ⌚ If over ¾ of the unit have been removed as casualties, any further suppression or casualty results cause the unit to rout. Mark the unit with a Rout counter.

Any unit with suppressed or rout counters can attempt to rally in the resolution phase of the game turn sequence. See Morale section.

Resolving Damage on Single Model Units



Monsters and vehicles have a slightly more complex damage resolution. Their Armour values is split between Front / Side / Rear & Top.

Roll to hit in the same way as for other units.

If the attacker is attacking 'in front' of the model, then he is in the target models front arc. The attacker is also attacking on the Monsters / Vehicles Front Armour Value.

If the attacker is attacking between the front and rear of the model, then they are in the side arc and attacking the Side Armour value.

If the attacker is attacking from 'behind' the model, then they are classed as in the rear arc or they may be on top of it. The attacks are resolved against the Rear Armour value. Close combat assaults are ALWAYS assumed to be taken against the Rear Armour value of the single model unit.

After determining which armour value to use in the attack, the target rolls a D6 and adds the appropriate armour value to their Armour Save dice roll.

- ⌚ If this is higher than the weapon hits AP value, the model passes its Armour Save roll and takes no damage .
- ⌚ If this value is equal or lower than the weapon hits AP value the model **fails** its **Armour Save roll** and becomes **suppressed**.

If the single unit model fails its armour save roll it may take damage. The attacker rolls a D6, for every penetrating hit, if these dice rolls are higher than the (modified), weapon damage value the target model loses wounds/structure points.

Many of these single model units have multiple damage points (wounds or structure points). These are divided between the models mobility and attacks, rather than losing a model to represent damage like multiple model units do. As these larger models take damage they slowly loose their combat effectiveness.

Example :- a Dominator battle tank has 2 Structure Points in mobility and 1 Structure Point for each of its 3 weapon systems. This gives the Dominator a total of 5 structure points.

The Dominator tank takes a penetrating damaging hit from an enemy RPG / missile. This causes the loss of one structure point. The shooting players D6 damage roll determines what type of damage the weapon hit causes. If it was an odd number rolled then 1 mobility structure point is lost, if it was an even number rolled then an armament structure point is lost. The target player rolls randomly for which weapon system is hit. Once all of one type of structure point is lost, all further hits are automatically allocated to the other type.

If the Dominator takes a mobility hit, then it loses HALF its mobility speed. The vehicle goes from moving 6" to 3". If the Dominator loses its last Structure point in mobility it becomes Immobilized! (The vehicle can no longer move but can fire its weapons as normal).

Monsters are dealt with in a similar matter. Except some monsters loose close combat attacks as well as ranged attacks, this represents upper limb damage.

Once a model has lost **all** of its Attack structure points / wounds it is destroyed and left on the table as a wreck unless it is a monstrous creature which would be removed.

Assault

Although firepower can reduce enemy effectiveness and mobility, it takes a lot of firepower to destroy enemy units that are holding a well defended or fortified position. The battles for these objectives tend to rely on close assault to dislodge the enemy and determine which force controls them. Also some units are much better at the close assault aspect of warfare than making long ranged attacks. In short assaults are an integral part of the modern warfare and used in conjunction with firepower / mobility to win battles!

- ⌚ Assaults can only take place by units that were given a Charge order.
- ⌚ Assaults can only take place in the Second Action phase of the game turn.

The procedure for an assault is as follows :-

Step One

- ⌚ The unit leader picks one enemy unit within their line of sight and within the units (modified) movement speed range.
- ⌚ The assaulting unit moves into contact. Starting with the units leader as with all movement, the unit leader may be placed in direct contact (base / hull to base / hull) to the target units models. Or he may be placed within 2" of an enemy model in the target unit.
- ⌚ The rest of the unit is moved to within 6" of the unit leader **AND MUST BE PLACED IN DIRECT CONTACT** with the enemy models. Any remaining models may be placed in direct contact if there is room or within 2" of an enemy model providing there is room within the units coherency radius, or as close as possible if terrain obstructs placement.

Step Two

Players roll a number of D6 equal to the Close Combat weapon ' Attack value' on their profile against the target units modified Assault value. The Attack rolls may be modified by unit special abilities or close combat weapons special abilities. Consult the Assault Dice Modifiers below to see if the unit gains any extra attacks. Remember that charging units strikes first. After the assault has been initiated units strike in order of assault value, highest first.

Assault Dice Modifiers :-

Add these values to the attackers dice roll to make it easier to hit the target when :-

- ⌚ +2 if Charging
- ⌚ + Various for Special unit /weapons abilities.(i.e. *sonic scream, frenzied etc.*)
- ⌚ +1 if attacking a Suppressed unit

Any dice that roll equal to or higher than the target models modified Assault value have successfully hit the targeted models. It is a good idea to place the successful hit dice next to the target unit.

Target Unit Type	Assault Value
Elite	5+
Veteran	4+
Trained	3+
Conscript	2+

Modifiers to the Assault Value :-

Add these values to the targets Assault value to make them harder to hit when :-

- ⌚ +2 Target Defending Hard Cover.
- ⌚ +1 Target Defending a linear obstacle or in cover.
- ⌚ +1 Attacking unit is suppressed

Step Three

Any dice that score equal to or over the enemy models modified Assault value are hit.

All hits are worked out the same as for shooting hits *i.e. Armour Saves rolls and Damage rolls. Refer to Shooting rules for further information.*

Step Four

Determine the effect of the assault. The unit that lost the most wounds / structure points has lost the assault.

- ⌚ If the losing unit has higher number of remaining wounds than the winning unit then it will withdraw in good order. It then has the choice to charge the enemy unit it just withdrew from in the next turn.
- ⌚ If the losing unit has lower number of remaining wounds than that of the winning unit then it must withdraw. If the unit passes a morale test then it can withdraw in good order but **Can't Charge** into combat in the next turn. If the unit fails the morale test then the losing unit **Routs**.
- ⌚ If the number of wounds taken in assault is the same, then both units remain locked in combat into the next turn. However, if one of the units is already Suppressed it will automatically Rout from the combat regardless of the drawn result.

NOTE :- if a unit can not withdraw a minimum of 3" from all enemy models (e.g. it is totally surrounded), then it counts as **Destroyed**.

The winner of the assault may choose to consolidate their position by moving the models in the unit back into coherency and automatically recover any models from Suppression.

Morale

All units start the game Operational (on good morale) and are able to receive order counters normally in the Command Phase of the game. During the game enemy attacks can shake the confidence of units in which, can limit their abilities in game.

There are 3 morale states in this game. **Operational, Suppressed and Routed.**

Operational

This is the state the units start the game in. These units operate as normal, they receive and respond to orders normally.

Suppressed

The unit starts to show concern for its survival. The Suppressed unit will do one of the following.

- 🕒 **Move to Cover** - The unit will move to any cover it may take within the units standard movement distance. Single model units may turn to face their attackers to present their highest armour facing instead of moving to cover. The unit will **NOT MAKE ANY RANGED ATTACKS**.
- 🕒 **Withdraw** - The unit will disengage from any combats and attempt to move directly away from all visible enemy. The unit will **NOT MAKE ANY RANGED ATTACKS**.
- 🕒 **Return Fire** - The unit may shoot at the enemy unit(s) that fired on them, OR the closest enemy unit if the unit that fired on them is out of weapons range. Suppressed units suffer a +1 to the Targets Assault value in close combat.

Routed

The unit has lost ALL will to fight on. It **MUST** move directly away from any enemy units as fast as it can. Any unit that receives a Routed result that can't move or is Assaulted while routing counts as **DESTROYED**, unless it has a special rule.

Rallying units

Units on poor morale (Suppressed or Routed) can be rallied in the Resolution Phase of the game turn sequence. The owning player rolls a D6 for each unit on poor morale and adds highest command value applicable. If the result is equal to or higher than the units modified **Morale value**, the unit returns to good morale and can take orders normally in the next turn.

Unit Type	Morale Value
Fearless	1+
Elite	2+
Veteran	3+
Trained	4+
Conscripts / Mindless	5+

Morale value modifiers

- 🕒 +1 At half or less of starting wounds / structure points
- 🕒 +1 Outnumbered (more enemy units within 12" than friendly units)

- Ⓟ +1 Suppressed
- Ⓟ +1 Routing

Designing Units

Below are the basic conversions of 40k stats to Xenos & Zealots game stats.

Mobility

Standard Infantry = 5" (CSM, IG, SM, Orks, Tau ,SoB)
 Slow and Purposeful = 4" (Necrons ,Ork Nobs in Mega Armour, Chaos Oblits' etc.)
 Fleet infantry =6" Dark Eldar / Eldar, Nids* , (*Excluding Warriors and some M/C)
 Cavalry 8"
 Jump pack / Jet equipped units (including winged Nids) 8"
 Tanks, APC s and walkers 6"
 Fast vehicles 10"
 Bikes jet bikes /skimmers 12" (includes low flying aircraft)

Note, these just cover the basic units, simply use the values that are most appropriate.

Armour values

Vehicles AV remains the same. All other units simply gain 1 AV per pip of dice save.

Current save / New AV

6+ / 1AV

5+ / 2AV

4+ / 3AV

3+ / 4AV

2+ / 5 AV

Invulnerable saves that represent 'power fields' simply add their 'PIP' value to the base AV.

Refractor field 6+ Invulnerable save = +1 to AV

Conversion field 5+ Invulnerable save = +2 to AV

Displacer field 4+ Invulnerable save = + 3 to AV

Wounds / Structure Points

Same values as current 40k. Written as Total number of starting wound / wounds per model.

IMPORTANT NOTE, leaders do not get extra 'wounds' unless they actually grow bigger (eh M/Cs and Orks). The extra wounds are converted into Command value re rolls, as leaders in modern combat are not tied down to ONLY being effective in close combat. Better comms, range finding, morale and close combat boosts are better represented by command re rolls. *Eg SM Sgt CV 6" 1. Sm vet Sgt CV 6" 2*

Resilience Value

T 2+ RV -1 (Add 1 to damage dice roll)

T 3 = RV 0 (Use base damage value of weapon)

T4 = RV 1 (Add 1 to damage dice target value)

T 5 = RV 2 (Add 2 to damage dice target value)

T 6 or more = RV 3 (Add 3 to damage dice target value. Eg a 2+ to damage becomes a 5+ to damage)

Target size

Large vehicles / MCs 2+
Medium vehicles / MCs large infantry units 3+
Small vehicles, medium infantry units 4+
Small infantry units 5+
Single infantry model 6+

Assault Value

Current WS

Morale

Fearless 1+
Elite 2+
Veteran 3+
Average 4+
Cowardly / Mindless 5+

Command

Standard range for unit leaders is 6" radius. (This includes 0 to 15 infantry models / up to 5 vehicles)
Improved range for 'hoard unit' leaders 9". (This includes 16 to 30 infantry models / 6 to 10 vehicles)

Independent characters Command

Single model fighting unit 6"
Support character 9"
Hero support character 12" (Nid hive mind creatures)

Re Rolls

Unit leader 0(or 1)
Veteran unit leader 1(or 2)

Independent characters Re Rolls

SMFU - 2
Support 2 or 3
Force Commander or Special character 3 or 4
(If current unit has BASIC LD of 9 or over they get the additional command re-roll)

Weapons

Effective range = Ranged weapons keep basic current ranges.
You can modified them if you like?Alter ranges to suit current BS.

Pistol types(12")

BS 5+ 12"
BS 3 & 4 10"
BS 2 8"

Assault Rifle /SMG types .(Current ranges 18" to 24")

BS 5+ 24"
BS 4 22"
BS 3 20"
BS 2 18"(Ork Shootas keep 18" range!)

(**Support weapons** as above if range over 18")

Fire Support weapons .(Current ranges 36" to 48")

BS 5 -0"

BS 4 -2"

BS 3 -4"

BS 2 -6"

Close combat weapons get 0 – 2" range

Attacks as current weapon / user profile

AP = small arms + close assault = current Str value +2

Dedicated Anti tank weapons current Str value +7

Damage = current to wound vs T3

Str 1= 6+

Str 2= 5+

Str 3= 4+

Str 4= 3+

Str 5= 2+

Str 6 = 2+

Str 7or more = 1+