KOG *light*

Welcome! KOG *light* is a fast-paced, interactive skirmish battle game among KOGs: armored battlesuits ("Knight Operations Gear") armed with a variety of heavy weaponry ranging from automatic cannon to massive cleaving blades!

First Priorities

Some models may specify rules or abilities that conflict with basic core rules; where the rules conflict, a specific rule has priority over basic core rules.

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

Battle Preparations

Opposed forces gather for the battle!

Miniatures, a tape measure and a few dice are required to play KOG light. A small skirmish takes around an hour.

Miniatures

KOG *light* is miniatures battle game, in which each side prepares a selection of miniatures from their collection. KOG *light* is designed for 1/144 scale armor and "12 mm" infantry. All miniatures are assumed to be on round bases comparable to the height and width of the miniature.

Combat Units – Miniatures are typically grouped into units of like type; although some may mix specialists and generalists, or blend armor with infantry.

Tape Measure

KOG *light* measures distance in inches ("), from the closest point of one model's base to the closest point of another model's base. Models are assumed to be dynamically leaning, crouching or otherwise acting within the area of their base.

Dice

KOG *light* uses standard 6-sided cubic dice, referred to as "d6" dice, as results range from **1** up to **6**. A **1** is an automatic failure, while a **6** is an automatic success.

Re-roll Dice – Sometimes the rules will direct you to re-roll a die, so simply roll the appropriate die again for a new result. If directed to re-roll both successes and failures, then the re-rolls cancel out, and the original result stands. Regardless, no die may be re-rolled more than once.

Field of Battle

Battles in KOG *light* can be fought across worlds and landscapes ranging from cratered urban ruins, to vast undulating deserts, to thickly canopied jungle and forest, as wild and varied as one might envision.

The Battlefield – The battlefield playing area can be any flat surface such as a table or even the floor. A field at least 4 feet wide and 3 feet deep gives sufficient area to deploy and maneuver. Larger and smaller battlefields are both perfectly acceptable, but may require some adjustment to ensure a good game.

Terrain – A variety of scenic terrain upon the battlefield that hinders movement (i.e. Rough Ground) and/or obstructs visibility (i.e. Cover) to any model within and/or behind will provide a richer tactical game.

Placing Terrain – Players alternate placing terrain features and must agree upon Rough Ground, Cover, or other effects (e.g. impassible areas / features) before proceeding. A terrain feature per foot square is a good starting point, although denser and more varied terrain is generally desirable.

Order of Battle

With forces ready and field prepared, the forces take the field to engage the enemy and take the enemy Objective.

Attacker v. Defender

Before setting up their armies, both players dice off: each player rolls a die, rolling again in the case of any ties. The player that rolled higher chooses whether they will take the role of Attacker or Defender.

Defender – The Defender divides the battlefield into equal halves and chooses either half as their territory; the Defender then places their models in their territory, more than 12" from Attacker territory.

Attacker – After the Defender finishes deploying their models, the Attacker places their models in their territory, more than 12" from Defender territory.

Objectives – Each player places one (1) Objective in their territory, more than 6" from any edge.

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Game Rounds

A game of KOG *light* is played as a series of game rounds, each composed of two player turns, one after the other.

1st round – the **Defender** takes the first player turn

2nd round – the **Attacker** takes the first player turn

In subsequent game rounds, the players dice off to choose who takes the first turn, with ties decided by the player who went second in the previous game round.

Player Turn

Each player turn consists of just two steps:

[1] Movement – move units about the battlefield

[2] Action – units perform various actions (e.g. attack)

After the first player completes their turn, the second player starts their turn. When the second player completes their turn, the game round is over.

[1] Movement

Select any one of your units and move each model in that unit. When finished moving the desired models in that unit, select a different unit and move those models, repeating until all desired models have moved once:

Hold Position – A model may be repositioned within 1" of its initial position, but may then re-roll any failed shots in Ranged Shooting.

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

Charge! – Upon moving to within 1" of an enemy model, a model must immediately stop moving, but may then re-roll any failed attacks in its next Close Assault.

Movement may slow to half (i.e. 1" counts as 2") for:

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

After completing movement for the unit, each model must have Line of Sight to another friendly model.

Line of Sight – If an unobstructed line from any portion of the one model exists to any part of another model, then the models have **Line of Sight** to one another.

[2] Action

Select any one of your units and choose an action for each model in that unit, except if restricted below:

Engaged – If a model is within 1" of an enemy model, then it is **Engaged**, and may *only* Close Assault.

Isolated – If a model does <u>not</u> have Line of Sight to any other friendly model, then it is **Isolated**, and may *only* Close Assault, Hold Objective or Speed Move.

Otherwise, they may choose any of the following actions:

Speed Move – A model may make a Combat Move.

Hold Objective – A model within 1" of an Objective may take and hold it.

Forward Observer – A Recon model may provide Line of Sight for any friendly model firing Indirect.

Ranged Shooting – A non-Engaged model may attack an enemy model target at range.

Close Assault – An Engaged model may attack any enemy model within 1".

When all desired models have finished with their actions, select a different unit and have its models perform their actions, until all desired models have acted. No model may take more than one action per player turn, and no unit may be selected more than once.

Counterattack?

Counterattack – Each turn, the first time a model is selected as a target, the target may **Counterattack** instead of Defending against the attack. If not Destroyed by the attack, then the target model may make an attack of its own against the attacking model, which does not Defend against the counterattack.

Victory!

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

Major Victory! – a player has taken and held the opponent's Objective over consecutive turns.

Minor Victory – a player's opponent has no non-Crippled models remaining on the battlefield.

Draw – both players have taken and held their Objective; or neither player has any non-Crippled models remaining on the battlefield.

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Resolve Attacks

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

[1] Make Attacks;

[2] Determine Defense; then

[3] Assess Damage.

[1] Make Attacks

The Attacking model will use one of its weapons to attempt causing some number of hits on its target.

Ranged Shooting

A non-engaged model selects a weapon to shoot at any enemy model that it has Line of Sight to. Roll dice equal to its Shots; each result that is at least equal to the target number causes 1 hit on the target model.

Hold Position – may re-roll any failed shooting results.

Long Range – If the target is beyond the weapon's effective range, then re-roll any successful shooting results.

Friendly Fire – when firing ranged weapons at an enemy model within 1" of any friendly models, any shot results of a **1** hit a friendly model instead.

Critical Hit – If a direct fire die result is a **6**, then it causes 2 hits.

Weapons Effects

Some weapons have special effects, as follows:

Blast – On a successful hit, any models partly or wholly within the blast diameter (centered over the target) also suffer 1 hit, whether friendly or enemy. A circular template may be used to determine blast area.

Indirect – Indirect fire targets an enemy model more than 12" away from the attacker, and may use Line of Sight provided by a Forward Observer.

Piercing – Any successful hits are Critical Hits.

Close Assault

An engaged model may fight against any enemy model within 1" of it. Roll dice equal to its Attack; each result that is at least equal to the target number causes 1 hit on the target model.

Charge! – may re-roll any failed assault results.

Critical Hit – If the die result is a **6**, then it causes 2 hits.

[2] Determine Defense

If the model is not the attacker or target of a counterattack, then roll dice equal to the target's Defense, and cancel 1 hit for each result that is at least equal to the target number.

Cover – If Line of Sight from the weapon to the target is partially obscured due to intervening terrain or other models, then the target has **Cover**, and may re-roll any failed Defense results.

Concentrated Attack – If the target was previously targeted earlier this turn, then re-roll any successful Defense results.

Heavy Armor – If the defense die result for a Tank is a **6**, then it cancels 2 hits.

Models that counterattack may not roll any Defense dice, and neither may the target of the counterattack.

[3] Assess Damage

Each non-cancelled hit results in damage to the target.

Crippled – If an undamaged model takes any damage, then the model is **Crippled,** may not Speed Move, and must re-roll any successful attacks or defense. Visibly mark the model as crippled with white cotton smoke.

Destroyed – If a Crippled model is damaged, or an undamaged model takes 2 (or more) damage, then the model is **Destroyed**, and may not move or act. Lay the model on its side and mark the model as Destroyed with black cotton smoke, or replace it with a Wreck marker of comparable size. The Destroyed model or Wreck becomes terrain that may provide Cover.

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

Status Markers

Some players prefer to attach physical markers to track game or model status, for example:

1 **First Player** – Player went first this round

√ **Activated** – model has activated this turn

⊕ **Hold Position** – model may re-roll failed shots

! **Objective** – model took/held Objective

∴ **Targeted** – model was previously targeted

⊘ **Crippled** – model is *Crippled*

⊗ **Destroyed** – model is *Destroyed*

Alternate Scenarios

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

Meatgrinder

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

Major Victory! – a player's opponent has no non-Crippled models remaining on the battlefield.

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

Hamburger Hill

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

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

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

Search and Recover

A critical objective information has been lost, and high command requires that it be recovered at any cost.

Objectives – Each player places two (2) Objectives in the opponent's territory, more than 6" from any other Objective or battlefield edge.

Check Objective – At the end of each player turn, roll a die for each Objective that was held. On a **6**, discard *all* other Objectives; otherwise discard *only* the Objective being checked. If multiple Objectives are held, the player chooses the order of checking.

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

Custom Scenarios

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

Forces of Battle

The KOG *light* scenarios above can be played with forces selected to any mutually-agreed limitation on points, units, models or composition. However, many players prefer to play games of a predetermined size and format, such as:

Skirmish

Skirmishes are ideal for experimenting with new models, with no requirements for force structure – simply take whatever models you like!

Skirmish – up to 3 models [20 points] per player

In a Skirmish, all models form a single, combined unit.

Battle

Battles occur at the platoon level, with models organized into distinct units that support each other on the battlefield.

Encounter – 1 or more platoons [40 points] per player

Engagement – 2 or more platoons [80 points] per player

Apocalyptic Battle

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

Commander

Each player designates one (1) model as the overall Commander of their forces, representing the player; this model gains Recon if it was not already.

Unused Points

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

Unequal Forces

While the above scenarios are designed for forces of equivalent, it is also possible to play games in which the forces are unequal, as was not uncommon in many actual historical or depicted in fictional encounters. These scenarios generally balance quality against quantity. For example, a well-prepared Defender can generally withstand a much larger Attacking force.

In these situations, it is helpful to have one player specify the forces and scenario, and then allow the other player to choose which force they would prefer to command.

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German-Russian Conflict of 2037

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

Prologue

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

Germany

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

Russia

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

Combat Operations

Over the coming years, German forces with American / NATO support would frequently encounter and engage Russian forces with Chinese support. Nominally privateer and advisory units, in actuality, elite specialist military teams were test-fielding KOGs and Frames for the purpose of developing and refining equipment, units and tactics for future, large scale operations.

Shadows of the Past

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

Models and Units

Models and the larger German and Russian organizational units are described below.

Models

A typical model description is as follows:

Kämpfer (6 pts. ea. – *Tactical*)

5" Move	2 Defense (4+)

- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 2 Attacks (4+)
- □□ Rocket Pod: 2 Shots (36" 4+) *3" blast*

Name (cost - type) - its name, cost in points and type.

Characteristics – its mobility and toughness.

Equipment – which weapons are included:

- multiple-use equipment (unlimited use)
- □□ double-use equipment (twice per game)

The Kämpfer can move 6" and has average defense. It is armed with an autocannon for ranged fire, and has a combat blade for fighting assaults; twice per game it may fire its rocket pod (2 dice each time), making a 3" blast.

Units

German and Russian forces organize their units as squads. Each squad always contains at least 3 models, and may contain up to 6 models. Typical types include:

Tactical Squad – 3 to 6 Tactical models.

Strike Squad – at least 2 Elite models, and

□□ up to 2 Tactical models.

Recon Squad – at least 2 Recon models, and

□ up to 1 Elite model.

Fire Support Squad – at least 1 Heavy model,

□□ up to 2 Tactical models, and/or
□ up to 1 Elite model.

Individual units may select and/or upgrade individual models as desired, subject to the limitations above.

Platoons

Above the squad level exists the platoon. Each platoon always contains 2 to 5 units:

- at least 1 Tactical Squad, and
- □ up to 1 non-Tactical Squad (or individual model) per Tactical Squad.

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German Forces, 2037

German KOGs

Kämpfer (6 pts. ea. – *Tactical*)

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

5" Move	2 Defense (4+)

- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 2 Attacks (4+)
- □□ Rocket Pod: 2 Shots (36" 4+) *3" blast*

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

- □□ Anti-Tank Missile: 2 Shots (72" 3+) *piercing*

Ocelot (9 pts. ea. – *Recon*)

The Ocelot was lightened, fitted with advanced sensors and communications for reconnaissance duties.

7" Move	2 Defense (4+)

- Paragun: 2 Shots (12" 5+)
- Combat Blade: 2 Attacks (3+)
- □□ Rocket Pod: 2 Shots (36" 4+) *3" blast*

Panther (11 pts. ea. – *Elite*)

The Panther next-generation KOG was broadly upgraded.

6" Move	2 Defense (3+)

- Autocannon: 3 Shots (36" 4+)
- Combat Blade: 2 Attacks (3+)
- □□ Rocket Pod: 2 Shots (36" 4+) *3" blast*

Tiger (13 pts. ea. – *Heavy*)

The Tiger improved firepower and added barrage.

4" Move	2 Defense (4+)

- Autocannon: 2 Shots (36" 3+)
- Guided Mortar: 2 Shots (48" 4+) *indirect*
- Combat Blade: 2 Attacks (4+)
- □□ Rocket Pod: 2 Shots (36" 3+) *3" blast*
- □□ Rocket Pack: 2 Shots (48" 3+) *indirect 5" blast*

SturmTiger (18 pts. ea. – *Heavy*)

The SturmTiger was further enhanced for urban assault.

4" Move	2 Defense (3+)

- Heavy Cannon: 3 Shots (36" 4+) *piercing*
- Guided Mortar: 2 Shots (48" 3+) *indirect*
- Combat Blade: 3 Attacks (5+)
- □□ Rocket Pod: 2 Shots (36" 2+) *3" blast*
- □□ Rocket Pack: 2 Shots (48" 2+) *indirect 5" blast*

German Armor & Infantry

Leopard 3A1 Tank (28 pts. ea. – *Heavy*)

7" Move	3 Defense (4+)

- Heavy Cannon: 2 Shots (96" 2+) *piercing*
- □□ Rocket Pod: 2 Shots (36" 2+) *3" blast*

German Infantry (4 pts. ea. – *Recon*)

4" Move	1 Defense (4+)

- Anti-tank Rifle: 2 Shots (36" 5+)
- Explosive Charge: 1 Attack (5+)
- □□ PanzerFaust: 2 Shots (18" 4+)

Russian Forces, 2037

Russian Frames

Russian Frames include the following:

F1-16 (8 pts. ea. – *Tactical, Elite*)

The first generation F1-16 frames still serve.

7" Move	2 Defense (4+)

- Linear Cannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (5+)

F1-16 AT (+2 pts.) – *replace Linear Cannon with*

- LPA: 2 Shots (36" 4+)
- □□ Anti-Tank Missile: 2 Shots (72" 3+) *piercing*

F1-16s (+2 pts.) – *add Guided Mortar*

- Guided Mortar: 2 Shots (48" 4+)

F2-21 (10 pts. ea. – *Tactical, Elite*)

The F2-21 Frame incorporates 2nd gen control systems.

7" Move	2 Defense (4+)

- Linear Cannon: 2 Shots (36" 2+)
- Combat Blade: 2 Attacks (4+)

F2-25 (14 pts. ea. – *Recon*)

The F2-25 Frame upgrades 2nd gen sensors and mobility.

8" Move	2 Defense (4+)

- Linear Cannon: 2 Shots (36" 2+)
- Combat Blade: 2 Attacks (4+)

F2-19 Grizzly (14 pts. ea. – *Heavy*)

The F2-19 Frame added pod mounts and armor.

6" Move	2 Defense (3+)

- Linear Cannon: 3 Shots (36" 4+)
- Combat Blade: 2 Attacks (3+)
- □□ Rocket Pod: 2 Shots (36" 3+)

Russian Armor & Infantry

T-17 Tank (34 pts. ea. – *Heavy*)

4" Move	3 Defense (3+)

- Heavy Cannon: 2 Shots (96" 2+) *piercing*
- □□ Rocket Pod: 2 Shots (36" 2+) *3" blast*

Russian Infantry (2 pts. ea. – *Tactical*)

3" Move	1 Defense (6+)

- Assault Rifle: 1 Shot (18" 4+)
- Grenades: 1 Attack (6+)
- □□ Rocket-propelled Grenade: 2 Shots (18" 5+)

Frame Options

Any Frame may be upgraded as follows:

Jump Jets (+1 pts.) – climb up/down 3" without penalty

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

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

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

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

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Summary of Play

Game Round

Round 1 – Defender takes the first Player Turn;

Round 2 – Attacker takes the first Player Turn; then

Round 3+ – dice off, second player decides ties.

Player Turn

[1] Units Move, by model

- **Hold Position** – up to 1", and re-roll shooting
- **Combat Move** – regular move

Slow to half rate (1" counts as 2") for:

- Rough Ground – difficult terrain;
- Climbing – up or down; and/or
- Making Way – through friendly models

[2] Units Act, by model

- **Speed Move** – additional Combat Move
- **Hold Objective** – if within 1"
- **Forward Observer** – *Recon* provides Line of Sight
- **Ranged Shooting** – target more than 1" away
- **Close Assault** – *Engaged* vs target within 1"

Targets may **Counterattack** when first targeted.

Resolve Attacks

[1] Make Attacks

Ranged Shooting – roll Shots for hits

↑ Hold Position – re-roll failures to hit

↓ Long Range – re-roll successful hits

1 Friendly Fire – 1 hit on friendly within 1"

6 Critical Hit – 2 hits on target

Close Assault – roll Attack for hits

↑ Charge – re-roll failures to hit

6 Critical Hit – 2 hits on target

[2] Determine Defense

Roll Defense to cancel hits

↑ **Cover** – re-roll failed Defense

↓ Concentrated Attack – re-roll successful Defense

[3] Assess Damage

Non-cancelled hits cause damage:

- **Crippled** – 1 hit of damage
- **Destroyed** – 2 or more hits damage

Sample Battlefield