

FORCE ON FORCE

MODERN WARGAMING RULES



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INTRODUCTION

The rules that follow have been designed around a limited number of shared game mechanics – once you’ve learned the basic concepts, you’ll have no trouble applying them to more advanced concepts. This will allow you to spend less time learning rules and more time actually playing games.

Force on Force is very flexible with regard to the number of figures or space required to play. A thrilling and satisfying game can be played using a dozen figures per side on a two foot square board or using dozens of figures supported by vehicles on a huge gaming table. In either instance, the game-play will be quick, satisfying, and will reward players who use sound battlefield tactics.

While a tremendous amount of effort has gone into making *Force on Force* a truly *modern* rule-set capable of recreating both traditional, kinetic engagements between similar forces and asymmetric counterinsurgencies, the mechanics presented here are easily modifiable for use in virtually any period within the age of gunpowder. *Force on Force* puts the emphasis on the man behind the gun, not the gun itself, and this design philosophy allows the rules to embrace a level of universality that might otherwise prove impossible.

Extensive examples and Design Notes have been included with the rules to make them as accessible as possible. We’ve also included a detailed table of contents and exhaustive index to make this rulebook an easy-to-use reference.

DESIGN NOTES

When we designed the core mechanics for *Force on Force*, we set our sights on creating a game that captured the feel of modern conflicts but which would be fast and simple to play. We also wanted a rule-set that could support

games played on a smallish table with a reasonable amount of figures or scaled up for larger games if desired.

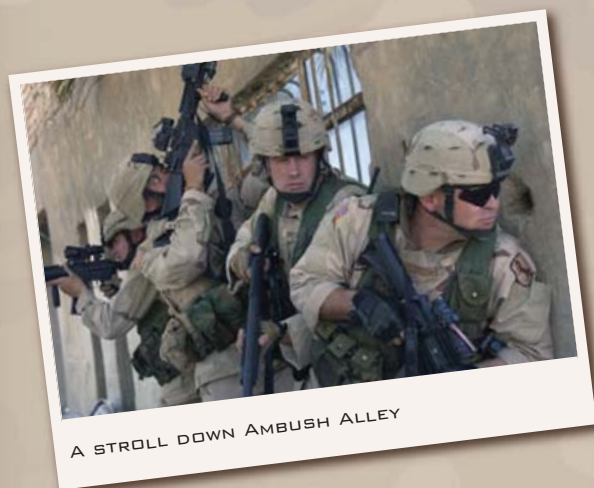
We also wanted our game to be results oriented rather than focused on process – we assume that the infantrymen and vehicle crews our models represent actually know how to do their jobs to the extent of their level of training and we don’t have any interest in micromanaging them. The player’s job in *Force on Force* isn’t to direct an individual rifleman’s fire, it’s to direct fireteams and vehicles to fulfill their missions. This design philosophy mitigates the need for players to make extraneous decisions and maintains the focus on the kinds of decisions made by leaders of the types of units represented in a typical *Force on Force* scenario.

By far the most important thing we wanted to represent in *Force on Force* was the quality of the men behind the guns. The differences in weapon capabilities on the battlefield, especially at the level of the infantryman, pale to insignificance in comparison to the capabilities of the units of men using those weapons. History has shown repeatedly that superior firepower is not a reliable countermeasure to superior training, discipline, and experience.

The game has come a long way since we brain-stormed its original mechanics while drinking soda on the front porch on a succession of hot Oklahoma evenings. *Force on Force* has been influenced and shaped by new ideas brought in by players from, literally, the four corners of the world and refined through lively discussion on our community forum. What you hold in your hands now is not the culmination of a half-decade’s evolution, however. It is simply its latest phase – *Force on Force* is a *living* game that will continue to grow and adapt to its players’ needs and desires.



US NAVY SEALs, PERSIAN GULF, 2002



Force on Force will be supported by a line of companion books focusing on specific theaters of operation or campaigns. Free, downloadable scenarios, playing aids, and game data is available on our website. Our web-forum gives you a chance to ask us questions directly or offer suggestions for improvements or expansions to the game.

Thanks for giving *Force on Force* a try. We believe you've just invested in a game that will provide you with hours of enjoyment for years to come!

Shawn & Robby Carpenter

A WORD OF THANKS

We'd like to take a moment to recognize the folks who labored behind the scenes to help bring you this game. *Force on Force* wouldn't be what it is without the endlessly enthusiastic support of the following people:

PLAY-TESTERS AND CONSULTANTS

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The veterans who have supported this game so enthusiastically – thanks for your friendship and, infinitely more importantly, thanks for your service to your nations.

GETTING MORE INVOLVED

If you're interested in contributing to the future development of this game through suggestions, constructive criticism, and the occasional sarcastic post, please visit the Ambush Alley forum.

You can find the forum at:
ambushalleygames.com/forum

You can also contact the authors directly at:
info@ambushalleygames.com

THE SPECIAL OPERATORS GROUP

Ambush Alley Games also supports a membership group – the Special Operators Group (or SOG). SOG offers participants exclusive news, opportunities to play test new products, annual exclusive content (usually in the form of a free PDF scenario book), discounts from many supporting miniatures and terrain manufacturers, and a 15% discount on all **Ambush Alley Games** and **Osprey Publishing** products!

Learn more at <http://ambushalleygames.com/sog.html>

WHAT DO I NEED TO PLAY?

You'll need a few essentials to play *Force on Force*, namely:

- **An Opponent:** Ideally, you'll want to someone to match your tactical skills against, although if you don't have any other miniature gamers in your area, *Force on Force* certainly lends itself to solo play. Head-to-head, two player games aren't your only multi-player choice, either – it's not uncommon to see multiple players per side, with each player controlling one or more units in the overall force.
- **Figures:** Since *Force on Force* is a miniatures game, it's best played with miniatures (although chits or counters will work just as well until you're able to amass a collection of figures). You can use whatever scale figures works best for you and your opponents – *Force on Force* isn't designed for a specific figure scale. The most commonly used figure scales among *Ambush Alley Games* players are 10mm, 15mm, 20mm, and 28mm.
- **Bases:** Figure basing is very important in many miniatures games, but in *Force on Force*, we're not that concerned with base size and shape.



A BRITISH FORCE USING BRITANNIA 20MM MINIATURES

We suggest that figures should be based singly on round or square bases of a size that is stable and pleasing to the eye.

Leaders, support weapons, or other “special figures” can be indicated by placing a color coded dot on the back of a figure's base if you are using a scale whose figures are small enough to make identifying the type of figure difficult.

You may also choose to mount multiple figures on a single base – some players base their fireteams on a single base for ease of movement. This is perfectly acceptable. You'll just want to come up with some method for keeping track of how many casualties a multi-figure stand has taken – perhaps by placing a die next to it or through the use of “casualty caps.”

- **Table & Terrain:** Your miniature figures will need some ground to fight over, so you'll need a table-top to play on. As with figures above, you have a lot of latitude in respect to table size. *Force on Force* games can be played on tables of any size. You'll also want to build or buy some scenery suitable to the theater in which your games will take place. With a little research and very few special materials, you can build your own roads, trees, buildings,

hills, rivers, etc., but if you're not that handy, you can also buy ready-made terrain from any number of excellent scale terrain manufacturers.

DICE NOTATIONS

Throughout these rules you will see dice notations such as 3D or 4D8. But what do they mean?

A quantity of dice to be thrown is indicated by a number followed by the letter D, for "dice." So, if a rule calls for you to throw 3D, it means you are to throw 3 dice.

A quantity of a specific die type to be thrown is indicated by number followed by the letter D which in turn is followed by another number. The first number is the quantity of dice to be thrown, while the last number is the number of sides the dice thrown should have. So, if a rule calls for you to throw 4D8, it means you are to throw four eight-sided dice.

- **Dice:** A wide selection of polyhedral dice are used in *Force on Force*, including traditional six-sided dice (D6), eight-sided dice (D8), ten-sided dice (D10), and twelve-sided dice (D12). We suggest that players each have at least ten of each type of die. It's also handy if all the dice of a certain type are all the same color (All D10s are red, while all D8s are blue, etc.). This makes grabbing up the correct dice easier for players who aren't familiar with polyhedral dice. You can purchase polyhedral dice on-line or at your local game store.

GETTING STARTED

Wargaming... Where to start?

Whether playing *Force on Force* or any other wargame, there are a number of items that no hobbyist can do without. The first thing new players will need are the figures to represent their forces on the battlefield. Thanks to the internet there is a massive selection of figures and vehicles suitable for the period covered by these rules and the choice continues to grow daily.

DESIGNERS' NOTE: TABLE SIZES AND RANGES/MEASUREMENTS

While *Force on Force* scenarios indicate a suggested table size, players are encouraged to use whatever table size seems to work best for the miniatures they're using and the space they have available for play.

We find that the suggested measurements work great for games using 15mm or 20mm figures. If you are using larger or smaller figures, you may wish to increase or reduce the table size. Some players increase or decrease the table size because they like the "feel" of the modified table size better or simply because it will fit in the space they have available.

Remember, though, that whatever size table the game is played on, ranges and measurements must remain proportional or scenarios with a turn limit will be compromised. If you decide to double the size of the table, you must also double movement and fire ranges – if you halve the size of the table, you must halve movement and fire ranges. As long as you follow this simple guideline, you can play *Force on Force* on any size table with any size figures you choose!

When looking at figures, the first choice a player has to make is the scale they wish to play in. *Force on Force* is 'scale indifferent' – in other words, any scale of figure can be used to play the game. The choice is up to the individual player as to what they prefer. While there are many different scales available, the three main scales used by players are 15mm, 20mm and 28mm. While these are nominal sizes, it is worth noting that figure sizes within the same scale do vary between makers. Most tend to match together fairly well, though.

15mm has a wide variety of items available covering post-war conflicts up to the present day. Manufacturers such as **QRF** (www.quickreactionforce.co.uk) and **Peter Pig** (www.peterpig.co.uk) are just two who provide wide ranges covering the period of these rules. They offer both figures and vehicles for a variety of conflicts, providing a great place to pick up a complete army. **Rebel Miniatures** (www.rebelminis.com) are another 15mm maker who offer present day forces and provide an excellent range for those looking to game the recent conflicts in Iraq and Afghanistan. Whatever choice a player makes they will be assured of an ever increasing selection of models to choose from as 15mm is enjoying an increase in popularity.

The next scale is 20mm. This size will be familiar to anyone who has played with little plastic soldiers in the past! However a number of companies now make metal figures in this scale suitable for modern armies. **Elhiem Figures** (www.elhiemfigures.com) offers a large selection of modern figures covering present conflicts and post-war periods in an ever increasing line of highly detailed models. **Britannia Miniatures** (www.britanniainkerman.com) produce ranges covering both the Cold War and the conflict in Afghanistan. They also offer a number of modern vehicles in resin. **Wartime Miniatures** (www.wartimeminatures.com) currently have a range covering Afghanistan and are now expanding into a Vietnam figure range. **Kelly's Heroes**



GETTING STARTED

(www.grubbytanks.com) produces a small but excellent range covering the Soviet involvement in Afghanistan and **Platoon 20** (www.eastridingminiatures.co.uk) has a huge range of modern figures available. 20mm manufacturers seem to be releasing new figures every month for the period. Along with the metal figures players can also use the widely available plastic kits in 1/72nd scale that match with the figures. Many of these can now be bought pre-painted offering a great opportunity for the lazy gamer! Several companies offer resin or metal models for use with 20mm figures. **S&S Models** (www.sandsmodels.com) have a huge range of suitable items, including great scenery, that cover virtually every nation.

28mm gamers also have a great variety from which to choose. **Mongrel Miniatures** (www.newlinedesigns.co.uk) have several different ranges covering modern periods and **The Assault Group** (www.theassaultgroup.com) also offer a number of different ranges. **Eureka Miniatures** (www.eurekamin.com) have just started releasing modern figures and have a great Afghan range perfect for *Force on Force*. Another recent entrant into the 28mm market is **Empress Miniatures** (winners of the Osprey Historical Figure of 2010 Award), who offer a growing selection of

US, UK, and opposition forces figures of exceptional detail (www.empressminiatures.com). Players will also need vehicles and these can be bought from companies such as **S&S Models** (mentioned above) and **Imprint Models** (www.imprintmodels.co.uk).

Whatever scale a player chooses they will also need some ground to fight over. Many companies produce resin buildings that match figure scales. A quick search of the internet will turn up suitable items. Fine building models of various scales are produced by **GameCraft Miniatures** (www.gamecraftminiatures.com) and **Miniature Building Authority** (www.miniaturebuildingauthority.com). Most players will also use some sort of cloth for their playing surface and these again can be found online. Everything from simple gaming mats to sculptured terrain tiles are available.

All the models a player buys will require painting. Most wargamers use acrylic paints, which are water

soluble. Several lines of acrylic paints have been produced specifically for use by model makers and wargamers. A wide variety of brands are available, most of which offer hues produced to match historical uniform and vehicle colors. For many wargamers the painting and building of their army is as much part of the hobby as playing games with them.

Finally, many wargamers store their completed armies in cases to keep them safe and ready for use. Companies such as **KR Cases** (www.kaiserrushforth.com) produce custom made cases for wargamers that will allow armies to be stored and transported in safety.

While we can't offer a complete guide to starting the hobby, we hope that this short introduction to what is available may provide you with a stepping stone. You'll also find wargame forums a useful resource. These provide new and experienced players alike with tips, news, support and ideas to help them get the most out of the hobby. Most forums are populated by wargamers who are more than happy to help out new players.

FIREFIGHT, VIETNAM, 1969





MINIATURES CASE BY KR CASES

Obviously the first stop for any new *Force on Force* player should be the **Ambush Alley Games** forum (<http://www.ambushalleygames.com/forum/index.php>) where new players can talk with experienced gamers and the game designers themselves.

Several other forums are well worth visiting. **The Guild** (www.guildwargamers.com) is a forum almost solely dedicated to 20mm wargaming and has a massive selection of both online figure catalogs and huge galleries of painted miniatures – if you want to know where to get something in 20mm, these are the guys to ask! For a good overview of what's on offer in the wargaming world, visit **The Miniatures Page** (<http://theminaturespage.com>). The Miniature Page is a great source for constant news of what's happening in the hobby, as is **Tabletop Gaming News** (www.tabletopgamingnews.com).

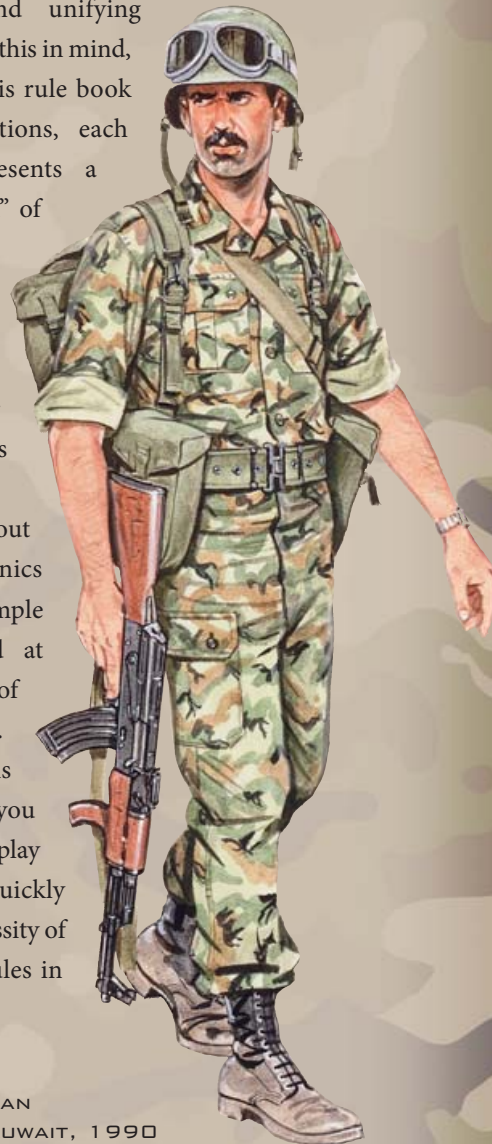
Our advice to new players is this: Get online, join one of the forums and see what other players are up to. Ask for advice and you will be overwhelmed by the response of tips and suggestions. Spend some time looking at what models suit you from the view of cost, space and storage. Take time to decide what it is you want and need for you hobby and, most importantly, have fun doing it!

USING THIS RULEBOOK

Modern combined arms combat is a complex affair. In order to do the subject justice, *Force on Force* has to cover subjects as diverse as infantry and mechanized actions, air mobile operations, combat between AFVs, air and artillery support, and the use of irregular troops. This makes for a big pill to swallow, no matter how much effort has been put into streamlining and unifying mechanics. With this in mind, we've divided this rule book into major sections, each of which represents a thematic “chunk” of related rules.

Each section builds upon the last, allowing players to master the mechanics incrementally.

Players may try out the new mechanics using the sample scenarios found at the end of each section. By following this approach, you should be able to play the game quickly without the necessity of mastering the rules in their entirety.



IRAQI REPUBLICAN GUARDSMAN, KUWAIT, 1990

KINETIC OPERATIONS

Force on Force uses the term “kinetic” to describe traditional war-fighting activities – finding, fixing, and finishing the enemy through aggressive maneuver and violence of action. A kinetic engagement is an active engagement in which opposing forces rely on their ability to damage or destroy their opponents in order to accomplish their missions. Kinetic warfare is traditional warfare, roughly symmetrical in nature and muscular in its prosecution: Easily identifiable combatants meet on the field of battle and take each other’s measure in blood, grit, and determination. Victory is measured in ground controlled, hills taken, and advances thwarted.

Non-kinetic operations, on the other hand, are generally asymmetric and their success hinges more on political gain rather than actual control of ground. Counterinsurgency, or COIN, operations are a prime example of non-kinetic warfare.

For now, we’ll focus our attention on kinetic engagements. This allows us to master the basic mechanics of *Force on Force*: Infantry combat, mechanized combat, and air mobile operations.

A NATO TANK-KILLER LIES IN WAIT SOMEWHERE IN GERMANY, 1980s.



We’ll also learn how to utilize air and artillery assets. Once we have these skills mastered, we’ll wade in to the murkier waters of **asymmetric operations**.

COMMONLY USED TERMS AND CONCEPTS

Actions: When a unit is *activated* (see below), it can take a number of *actions* such as move, fire, get in cover, request air support, etc. Enemy units may *react* to an *activated* unit’s *actions*.

Activation: The player with initiative *activates* his units one at a time. An activated unit can perform *actions*.

Confidence: A unit’s confidence determines how it will react in the face of overwhelming fire or other tactically challenging situations. There are three *Confidence Levels*: Low, Confident, and High.

Die Shifts: Some actions may be modified by a *die shift*. A positive die shift allows a player to throw a higher die type than normal – from a D8 to a D10, for instance. A negative die shift forces a player to throw a lower die type.

First Aid Check: When a unit takes a casualty, a *First Aid Check* is made to determine how serious the casualty’s injuries are. At least one healthy figure must be within cohesion of the figure or its unit to perform the check.

In Cover: A unit that is *In Cover* is actively taking advantage of that cover’s properties to get the best protection possible. This is different than simply being behind cover, which provides more passive protection. Bonuses for covering terrain and being *In Cover* are cumulative.

Initiative Unit: A unit that has been activated by the player with initiative is an *Initiative Unit*.

Irregulars: *Irregulars* are poorly or un-trained fighters with a hazy chain of command, little discipline and little tactical ability or coordination.

Morale: Units' Morale state is represented by a die type. The higher the die type, the more steadfast the unit.

Morale Checks: When a unit takes casualties or is subjected to some other traumatic experience, it must make a *Morale Check* to determine if it becomes *pinned* or *shaken*.

Non-Initiative Unit: Units belonging to the player without initiative are *Non-Initiative Units*.

Pinned: Enemy fire that unnerves a unit can *pin* it. This is usually the result of a failed *Morale Check*. Pinned units must scurry to cover and their ability to engage the enemy and actively defend themselves is degraded. *Pinned* units who suffer further Morale failures become *Shaken* or be forced to *Pull Back*.

Pull Back: Regular units that suffer a second *Pinned* result in a single turn are forced to *Pull Back*. They must move away from the enemy and into a covered position to regain their nerve.

Reaction: When one unit responds to something another unit has done, it is termed a *Reaction*. A unit that is fired upon may *React* by trying to move out of the line of fire, for instance. Units may also choose not to *React* at all.

Reaction Tests: Reaction Tests are called for when one unit attempts to *React* to another. Both units roll a troop quality die and the unit that rolls a 4+ and higher than its opponent wins the test. The winner of the Reaction Test acts first (i.e., fires first in a *Round of Fire*, moves before its opponent fires, etc.).

Regulars: *Regulars* are professional soldiers with a well-defined chain of command and a shared understanding of tactics and battlefield operations.

Round of Fire: *Regular* units can return or even pre-empt fire when attacked by another unit. When a *Regular* unit is fired upon, a *Reaction Test* is made to see

who fires first. Fire is then resolved between each unit. This is referred to as a *round of fire*.

Shaken: *Irregular* units who fail a Morale Check become *Shaken*. They must move away from the enemy and their Morale suffers a permanent negative *die shift*. If their Morale is reduced below D6, they are no longer fit for combat and are removed from play.

Supply Level: Better supplied units have more ammunition to burn than less well supplied units. There are three *Supply Levels*: Poor, Normal, and Abundant.

Suppression: A unit may decide to lay down a large volume of fire in an effort to keep the enemy's head down. This fire is slightly less likely to cause a casualty, but it may *suppress* the enemy and hinder his movement and fire.

Troop Quality (TQ): A unit's overall training and combat capability is represented by its Troop Quality; this is a gauge of a unit's discipline, training, and experience. The better a unit's Troop Quality, the larger its Troop Quality die. A mob of angry civilians or a poorly led group of conscripts would probably have a Troop Quality of D6. A typically trained, well-disciplined military unit will generally have a Troop Quality of D8. Highly experienced combat veterans or specially trained troops might have a Troop Quality of D10. Only rare individuals combining an abundance of natural talent and years of training and discipline would ever attain a Troop Quality of D12.

Troop Quality Checks: Some actions or events call for units to make a Troop Quality Check. To pass a Troop Quality Check, a unit must roll a 4+ on its Troop Quality die.

THE TURN SEQUENCE

The sequence of play for a typical *Force on Force* game is presented overleaf. Each step of the sequence is explained in more detail in the following sections.

SEQUENCE OF PLAY

1. Choose a Scenario
2. Set Up the Table
3. Draw Fog of War if Scenario Dictates
4. Set Up Units
5. Set Up Hot Spots
6. Declare (and test for) unbuttoned AFVs
7. Declare Hidden & Overwatch units
8. Initiative Force activates first unit
9. Resolve Reactions
10. Repeat 9 & 10 until all Initiative Units have been activated
11. End Phase: Once all Initiative units have been activated, any Non-Initiative unit that has not made a Reaction during the turn may be moved and/or fired. Regular Initiative units who are fired at may react as part of a Round of Fire, as may units on Overwatch
12. Start New Turn. If Initiative is not dictated by the scenario, perform an Initiative Test. The force that wins the test has initiative in the new turn.
 - a. First Aid
 - b. Arrival of Reinforcements (starting on turn 2 or as dictated by the scenario)
 - c. Declare (and test for) unbuttoned AFVs
 - d. Declare Overwatch Units
 - e. Merge Units
13. Repeat steps 6 through 12 until the turn limit for the scenario is met or a force achieves victory through attrition or fulfillment of an "automatic victory" condition.
14. If victory is not clear-cut, determine the winner by totaling Victory Points for both forces.

CHOOSE A SCENARIO

Force on Force is a scenario-driven game. The victor isn't determined by totaling up points of troops lost or by playing till one side is obliterated. Instead, the victory conditions of the scenario being played determine who gets bragging rights and who is left cursing their dice.

Players can either pick one of the provided scenarios to play or they can create their own. *Force on Force* will be supported by future campaign and scenario packs and player created scenarios are frequently posted on the Ambush Alley Games website (www.ambushalleygames.com).

Ambush Alley Games will be providing a wealth of ready-made scenarios in the form of official companion books focusing on specific periods, campaigns, or operations. Companion books will contain historical

background, any special rules peculiar to the subject, unit organizations, vehicle descriptions and a large selection of scenarios.

SET UP THE TABLE

Each scenario contains a description of how the table should be set up, including the location of key roads, buildings, and other terrain features.

Table sizes in *Force on Force* are generally 2'x2' or 2'x3' for 15mm games, but may be much larger depending upon the scenario in play. Table size will be designated by the scenario.

DRAW FOG OF WAR CARDS

Some scenarios dictate that one or both sides draw a Fog of War card before the first turn. Scenarios may indicate

that additional Fog of War cards are drawn during the course of a game, as dictated by Reaction tests. See **Reaction Tests and Fog of War**, pg. 69, for details.

SET UP UNITS

The scenario will indicate how many units each side will receive, what their composition will be, and where they'll be placed on the table. It will also indicate which side sets up their units first.

Normally, all units will be set up on the table at the beginning of play, but some scenarios will call for units to be held off the table for later deployment.

Note that it is not unusual for opposing units to begin play in line of sight and range of each other. Starting games with units "in contact" is one of the defining features of any Ambush Alley Games title.

Players may declare that units (including vehicles and guns) placed in buildings, woods, behind walls, etc. are **Hidden** at the beginning of the game unless the scenario dictates otherwise.

SET UP HOT SPOTS

If applicable, place Hot Spots as described by the scenario. See **Hot Spots**, pg. 22, for further details.

SNIPER, ODA,
US SPECIAL FORCES,
AFGHANISTAN, 2002

BEGIN PLAY

DECLARE AND TEST FOR UNBUTTONED AFVS

Both players declare which if any of their AFVs are unbuttoned and make button tests as necessary. See **Vehicle Commanders – Buttoned and Unbuttoned**, pg. 76, for further details.

DECLARE OVERWATCH UNITS

At this time, the player with initiative must declare which of his units will be on Overwatch for the duration of the turn. See **Overwatch**, pg. 70.

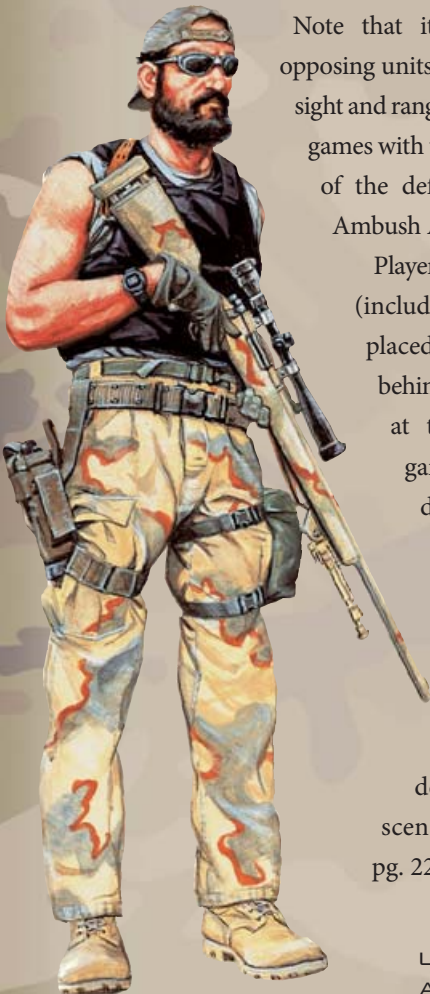
ACTIVATE FIRST INITIATIVE UNIT

Scenarios indicate which side has initiative in the first turn. Units belonging to the player currently holding initiative are referred to as "initiative units," while those belonging to the other player are called "non-initiative units."

The player with initiative may pick which unit he wishes to activate first and what action(s) it will perform. The activated unit may respond to the Reactions of non-initiative units as long as it has remaining Firepower dice or Movement, as appropriate.

If the activated unit will move, its controlling player must clearly state where he intends to move it (including announcing that he's charging into close combat) and indicate the route it will take. If the unit is not moving, the player should announce whether it is getting **In Cover**.

Example: *The initiative player is about to activate his first unit. He decides to activate one of his fireteams and move them to a position behind a wall where they can engage an enemy fireteam from a position of cover. He points at the unit and tells his opponent, "I'm going to move this fireteam at Tactical speed around the corner of this building to take up a position behind this wall."*



RESOLVE REACTIONS

Units on the side without initiative (referred to as “non-initiative units”) may React to the Actions of initiative units within their line of sight. Reactions may take the form of fire or movement – we’ll go into more detail later in the rules.

CONTINUE ACTIVATING INITIATIVE UNITS

Continue activating initiative units and resolving Reactions until all initiative units have been activated.

END PHASE: MOVE AND/OR FIRE REMAINING NON-INITIATIVE UNITS

Once all initiative units have been activated, any non-initiative units that have not Reacted may move and/or fire. Such units may also be moved into Close Assault with opposing units within Rapid movement range.

Only Overwatch units may react to a non-initiative unit that moves in the “End Phase,” although units being charged by a non-initiative unit initiating Close Combat may still perform defensive fire according to the rules for **Close Combat**.

If a non-initiative unit chooses to fire at an initiative unit, that unit may respond with fire or movement, assuming it has not moved or has Firepower dice remaining.

Overwatch units may interrupt the movement or fire of non-initiative units in the End Phase as normal – again, assuming they have the Firepower dice to do so and have not fallen off Overwatch.

START NEW TURN

Roll for reinforcements if the scenario indicates they are available.

Initiative Checks

When units with equivalent training and discipline meet in combat, initiative can be very fluid. To reflect this, an Initiative Check is made at the beginning of each turn.

To make an Initiative Check, both players roll one Initiative die for every two units in their force, rounding down (rounding cannot reduce a force to less than one Initiative die, however). The type of Initiative die rolled is determined by the Initiative Value for the force as dictated by the scenario.

Add one die for each armored vehicle (not including soft-skins, whether they are up-armored or not – treat soft-skin vehicles as infantry units for purpose of Initiative). The resulting total number of dice for infantry units and vehicles indicates how many basic initiative dice the Force has.

The maximum number of basic initiative dice a force may have is ten (10D).

A force’s basic initiative dice may be modified by certain factors. These factors are described in the Bonus Initiative table and may raise a Force’s Initiative dice above 10D. A force can never have its initiative reduced below 1D.

BONUS INITIATIVE DICE

Per three Victory Points earned in the preceding turn (round down – applies only to the following turn): +1 die

Had initiative last turn: +1 die

More units than opponent: +1 die

For each positive leader in the force: +1 die

For each negative leader in the force: -1 die

Scenario Initiative bonus/penalty (if any):

+/- X dice

Modifiers can never reduce a force to less than 1 Initiative die.

DESIGNERS' NOTE: WHAT DOES THE INITIATIVE ROLL REPRESENT?

When reading first-hand accounts of modern combat one will find that the moment in which one side achieves operational dominance over the other is often described in terms of *sound*: the force whose roar of gunfire is drowning out its opponent's has almost certainly one the upper hand. In more traditional terms, the force with the highest volume of fire is more likely to dominate.

Volume of fire is a tricky thing to establish in game terms. It cannot be represented by casualties inflicted or the number of gunmen firing. The

advantage in a firefight can be lost without a single casualty and vastly outnumbered units are known to seize the reins in an engagement.

We felt that initiative came down to which side had the most units that were able to aggressively lay down fire, whether that fire was effective or not. This is represented by the mechanic described above in which an Initiative Die is rolled for each unit – the side with the most successes has more units enthusiastically (or desperately) “pouring it on” the enemy.

Both players roll their initiative dice and discard all dice with a score less than 4.

The player with the most dice with a score of 4+ has initiative for the turn. In case of a tie (or if neither player rolls any dice with a score of 4+), initiative is retained by the player who had it last turn.

Scenario briefings indicate which player has initiative on the game's first turn. Some scenarios will dictate that one side has initiative throughout the game and no Initiative Checks are required. Other scenarios may dictate that initiative changes hands if/when certain events occur during the game. In games featuring Regulars vs. an entirely Irregular force, the Regulars always have Initiative. Certain Fog of War cards may also dictate which force has initiative in the following turn.

Example: *The first turn of a scenario with no special initiative instructions is over and it's time to decide which force has initiative in Turn 2.*

The Red Player, who had initiative in the first turn, has 6 fireteams and 3 APCs. He gets 1 die for each two infantry units ($6 \div 2 = 3$ dice) and 1 die for each vehicle (3 dice) for a basic initiative of 6 dice. He receives 1 bonus

initiative die because he had initiative in the previous turn (1 die) and his Platoon Leader is a +1 Positive Leader so he receives a bonus die for his positive Leader (1 die). Totaling up the dice, he determines he has 8 initiative dice. The scenario indicates that his force's Initiative Level is D8, so he'll throw 8D8 in the Initiative Test.

The Blue Player has ten fireteams ($10 \div 2 = 5$ dice) and six vehicles (6 dice). His basic initiative is thus 11 dice. A unit's basic initiative cannot exceed 10 dice, so it is reduced to 10. The Blue player outnumbers the Red player, however, which garners him a bonus initiative die that raises his total to 11 dice. The scenario indicates that his force's Initiative Level is D6, so he'll throw 11D6 in the Initiative Test.

Red rolls 8D8 and discards any dice with a score of 3 or less. He's left with 7 dice. Blue rolls 11D6, discards all dice with a score of 3 or less, and is left with 8 dice. Blue has initiative for this turn and becomes the initiative force. Red becomes the non-initiative force.

First Aid Checks

Perform First Aid Checks for all casualty figures. See **First Aid Checks**, pg. 49.

Arrival of Reinforcements

Some scenarios will indicate that one or both sides will be reinforced during the course of the game. The scenario will describe what sort of reinforcements will arrive, as well as when and where they will appear.

Reinforcement units always arrive at the beginning of the turn, unless they arrive as the result of a **Fog of War** card, in which case they arrive when and where the card indicates.

Some reinforcements may arrive at **Hot Spots**, as designated by the scenario.

Hot Spots

"Hot Spots" are used to randomize entry points for reinforcements. Unless the scenario dictates a different method, Hot Spots are placed as follows:

At the beginning of the game, place five (5) Hot Spot counters on the table. No Hot Spot may be placed within 6" of another. Each Hot Spot should be labeled with a number from 1 to 5.

To determine which Hot Spot a reinforcement unit arrives from, roll 1D6.

A roll of 1 through 5 indicates which numbered Hot Spot the unit arrives at. A roll of 6 allows the player to pick the Hot Spots at which the reinforcements will arrive.

Units may be placed anywhere within 4" of the hotspot

they arrive at. They may be placed as **Hidden** units upon arrival.

Reinforcements that arrive at Hot Spot that is already occupied by a friendly unit may automatically **merge** with that unit if desired.

Some scenarios will specify Hot Spot locations while others will leave their placement entirely to the player's discretion. Some scenarios may use board edges and forego the use of Hot Spots all together.

Neutralizing Hot Spots

Hot Spots may be neutralized by Regular units. To neutralize a Hot Spot, the Regular unit must spend one turn stationary and in contact with its counter. Neutralized Hot Spots are removed from the table.

If the reinforcing player rolls a neutralized Hot Spot number when checking for placement of reinforcements, those reinforcements are lost. The player may *not* re-roll for an active Hot Spot.

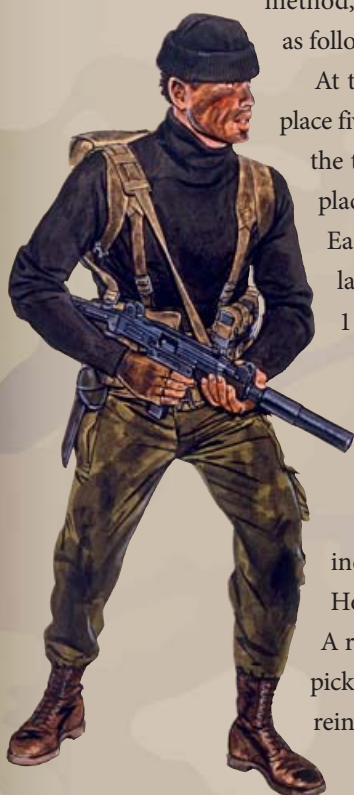
If a Reinforcement Roll results in reinforcements arriving at a hot spot which a unit is attempting to neutralize, the reinforcement unit can be placed anywhere within 4" of the Hot Spot as usual. The Reinforcement unit can opt to immediately initiate Close Combat following the normal procedure.

DECLARE OVERWATCH UNITS

At this time, the player with initiative must again declare which of his units will be on Overwatch for the duration of the turn. See **Overwatch**, pg. 70.

PLAY CONTINUES TO GAME'S END

Play continues until one side has met its Victory Conditions or the number of turns indicated in the scenario has been completed.



SAYERET MAT'KAL COMMANDO,
BEIRUT, 1973

INFANTRY COMBAT

While the conduct of war continues to change, its nature and character will not. The field of human conflict remains ineluctably human, not technical; inherently complex, not orderly...

– Colonels Richard D. Hooker, Jr., H.R McMaster, and Dave Grey,
“Getting Transformation Right,” *Joint Force Quarterly*

The most basic building block of modern combat is the infantryman. No matter how advanced a force’s technological arsenal may be, territory is taken from or denied to the enemy by boots on the ground. *Force on Force* is an unapologetically infantry-centric set of rules. These rules focus on the human aspect of battle – the man behind the rifle is more important than the rifle itself – so it is with the infantry that we begin.

UNITS

Force on Force is a fire-team based game. When the rules refer to “units,” they refer to fireteam or smaller organizations in play. So, a scenario may state that a squad of infantry is available to a force, but it will break that squad down into its requisite fireteams. It is those fireteams, not the squad itself, that are considered “units.” Other small teams, such as weapon or sniper teams, are also considered units, as are individual vehicles or guns.

Force on Force divides all troops into two troop types: Regular or Irregular.

- **Regulars** are “professional” soldiers who have received formal military training, are under military discipline, and function as a cohesive group on the battlefield. Regulars might include members of a national army, Special Operations forces, paramilitary law enforcement groups

(such as SWAT or Hostage Extraction Teams), Professional Military Contractors (PMCs), or professional mercenaries. Most units in a *Force on Force* game will be Regulars.

- **Irregulars**, on the other hand, are armed amateurs with minimal military training and discipline. They tend to fight in mobs or loosely affiliated packs rather than organized units and only recognize the command of those with sufficient firepower or force of will to intimidate and/or inspire them. Irregulars are generally untrained and poorly disciplined troops who are often highly motivated by religious, political, or tribal/nationalistic zeal. Examples might include terrorist organizations, militias, organized crime, rebels, or insurgents.

THE RULE OF EQUIVALENCIES

Irregulars may occasionally be led by Regulars, but Irregular troops cannot be integrated into a Regular unit. Irregular units may also fight alongside Regular units on the same side in a scenario.

Engagements that involve forces who are all of the same type, i.e. Regulars vs. Regulars or Irregulars vs. Irregulars, the forces are said to be “equivalent.” Equivalent forces use the standard rules for initiative, leadership, morale, etc. This is referred to as the Rule of Equivalency.

THE RULE OF EQUIVALENCY

When two forces of equivalent nature are pitted against each other (i.e., regulars vs. regulars or insurgents vs. insurgents), use the standard rules to resolve the engagement.

Engagements that involve disparate troop types, i.e., regulars vs. Irregulars or even Regulars vs. Regulars & Irregulars, the Irregular troops are subject to the special rules governing Irregular initiative, actions, leadership, and morale. Games of this sort fall into the category of *Asymmetric Operations*.

BASIC UNIT CHARACTERISTICS

All units in *Force on Force* share certain characteristics. These characteristics differentiate units from one another and give a fighting force its character. Unit characteristics include Troop Quality, Morale, Confidence, and Supplies.

Unit Attributes are special unit capabilities or behaviors that represent a unit's special training, natural tendencies, or internal assets.

TROOP QUALITY

Troop Quality measures a unit's level of training, expertise, and discipline. Regulars generally have a higher **Troop Quality** than Irregulars, but it is possible for a group of talented and motivated "amateurs" to have a high Troop Quality.

A unit's Troop Quality is represented by its Troop Quality (TQ) die type. The larger the TQ die type, the higher the unit's Troop Quality.

Troop Quality may range from D6 to D12. Irregular units may never have a Troop Quality higher than D10, and D10 troops should be *very* rare.

Most units in a professional military force will have a Troop Quality of D8 or higher. Professional armies may have their share of "green" troops too, especially if conditions have forced training to be shortened in order to rush warm bodies to the front. D10 and D12 Troop Quality units are less common, with D12 operators representing figures of legend worthy of their own Hollywood action movie.

TROOP QUALITY DICE

Green/Untrained: D6

Experienced/Trained: D8

Veteran: D10

Elite: D12

While designing scenarios of your own, keep in mind that a one step difference in Troop Quality is significant. Veteran D10 units pitted against run-of-the-mill D8 units, for instance, can count on winning most Reaction Tests, benefiting more from cover and concealment, and creating more casualties with their fire.

A two step difference, such as Green/Untrained D6 units against Veteran D10 troops or Trained D8 units against D12 Elites, will result in an extremely one-sided engagement unless the superior Troop Quality units are grossly outnumbered.

Examples of Troop Qualities:

TQ D6 Units: Armed civilians, police, jihadists, rebels, poor quality military units, most third-world military units.

TQ D8 Units: Regular military formations, including Marines and Rangers, police SWAT teams, remnants of the Iraqi army or secret police, experienced "freedom fighters" or terrorists.

TQ D10 Units: As Trained units above, but with extensive and intense combat experience.

TQ D12 Units: Delta, SAS, OGA Operators (Note that most members of “elite” organizations will be Veterans – only a few particularly talented individuals will actually have Elite troop quality).

MORALE

A unit's Morale rating reflects how motivated and eager (or resigned and fatalistic) it is to fight and continue fighting when things get dicey. Units with higher Morale ratings are less bothered by set-backs and casualties and are more likely to keep fighting in the face of hardship. Low Morale units may show their heels at the first sign of trouble.

There's no real relationship between Morale and Troop Quality – a unit with Elite Troop Quality may have low Morale because they've been in the field too long or have lost their favorite squad-mate. A mob of rabble might be so inspired by a charismatic leader that they're willing to face certain death to follow his commands. Regular units are unlikely to have Morale below D8, however, due to the morale stiffening effect of good discipline and unit cohesion.

There are four Morale ratings: Low, Average, Good, and High. Each Morale rating has a Morale Die associated with it.

“Personal bravery of a single individual alone is not decisive on the day of battle, but rather bravery of the corps, and the latter rests upon the good opinion and confidence that each individual places in the corps to which he belongs.”

– Colmar von der Goltz, 1843-1915
Rossbach und Jena

MORALE DICE

Low Morale: D6

Average Morale: D8

Good Morale: D10

High Morale: D12

CONFIDENCE

A unit's confidence level reflects how much faith they put in their gear and/or the plan for their current operation. The more confident a unit is, the more likely they are to trust their equipment and leadership. The less confident they are, the less likely they are to put themselves at risk by relying on a plan or piece of equipment to actually work as intended.

Confidence isn't the same as Morale. High Morale units might have a very low confidence and vice versa.

Confidence is used to determine whether a vehicle crew decides to bail when the going gets hot or how well an infantry unit reacts to certain battlefield conditions, such as concentrated machinegun fire.

There are three levels of confidence:

- **Low:** Low Confidence troops or crews are certain that their armor, weapon, or tactics will fail at the worst possible moment. They're unlikely to stay in a vehicle under fire or try risky maneuvers in the face of heavy weapon fire. Their motto is “Better safe than sorry.”
- **Confident:** Confident troops are fairly sure that things are going to work out for them and that gear and plans will function as advertised. They're not likely to bail out of their vehicles at the sound of the first angry shot or to give up on a maneuver just because the going gets a little tough. This is the default confidence for all units unless a scenario dictates otherwise.

- **High:** High Confidence troops are sure that their gear and plans are first rate and more than a match for anything the enemy throws at them. They're likely to stay at their tank's guns no matter what the enemy throws at them and they certainly won't let a little thing like machinegun fire or mines keep them from advancing as needed!

As noted above, Confident is the default confidence level for all units in a game unless a scenario dictates otherwise. Force Lists may also indicate normal confidence levels for units from certain forces at different times in their history.

SUPPLIES

The quality and quantity of a unit's supplies has a large impact on its performance on the battlefield. Units with limited ammunition will be miserly with their fire, possibly to their detriment, while those that have been subsisting on sub-standard or spoiled rations are certainly not at their most combat effective.

There are three levels of supply: Poor, Normal, and Abundant. The effects of each are described below:

- **Poor:** Units with Poor Supplies have limited ammunition, bad rations, a shortage of water, or any number of other logistical shortcomings that might reduce their combat effectiveness. In game terms, Poorly Supplied units lose a die of Firepower.
- **Normal:** Units with Normal Supplies suffer no disadvantages and gain no advantages over other units.
- **Abundant:** Units with Abundant Supplies units have pouches full of ammunition and bellies full of decent rations. They have all the "beans, bullets, and bandages" they need to take it to the enemy in style. In game terms, units with Abundant Supplies units gain a die of Firepower.

Some scenarios will indicate the Supply Level of one or both sides – if Supply Level isn't defined by a scenario, then all units default to Normal Supplies.

Example 1: *A fireteam with Normal Supplies consisting of four riflemen has a basic Firepower of 4.*

Example 2: *A fireteam with Poor Supplies consisting of four riflemen has a basic Firepower of 3.*

Example 3: *A fireteam with Abundant Supplies consisting of four riflemen has a basic Firepower of 5.*

SUGGESTED TROOP QUALITY, MORALE AND CONFIDENCE RATINGS

- **Untrained/Green Troops:** TQ D6, variable Morale. Low Confidence
- **Trained, Low Experience Troops:** TQ D6, variable Morale, Confident
- **Trained/Moderately Experienced Troops:** TQ D8, Morale D8, Confident
- **Veterans or Troops w/Advanced Training, Lots of Experience:** TQ D8, Morale D10, High Confidence
- **Elite Troops w/Special Training, Extensive Experience:** TQ D10, Morale D12, High Confidence, Default to Abundant Supplies
- **Hand-Picked Elite Operators w/Special Training, Extensive Experience, and Natural Aptitude:** TQ D12, Morale D12, High Confidence, Default to Abundant Supplies
Elite Operators would normally only be encountered singly, in pairs, or as a fireteam at most.

UNIT COHESION

Under normal circumstances, all figures in a unit must remain within 1" of one another.

A unit may be spread more thinly and still effectively occupy and hold defensive positions. While wholly



A TALIBAN UNIT WITH PROPER 1" COHESION

occupying a defensive position a Regular unit's cohesion distance is expanded to 2".

Units that break cohesion due to movement or terrain must regroup to restore it in their next activation.

SPLIT UNITS

Units may divide into smaller elements at the start of their activation. Only one element of a unit may move and fire on the activation that the unit is split. From that point on, each element is treated as a separate unit for the purposes of movement and fire.

Split elements may merge to reform their unit at the beginning of any subsequent turn.

MERGING UNITS

Units may merge to form a larger unit if one of the merging units has been reduced to half strength or less. Single figures may also merge with a friendly unit.

To merge, figures in both units must be within unit cohesion distance at the beginning of a turn.

Merging units are not required to have the same Troop Quality or Morale. Units with different Troop Quality and Morale ratings use the values associated

with the majority of the figures in the new unit. If there is an even split, use the lowest of the two values.

Irregular units may not merge with Regulars, although Regular Leaders may attach themselves to an Irregular unit and act as its leader.

LEADERS

Leaders may move freely about the table. They are not subject to Unit Cohesion rules. However, leaders who are not within cohesion with a unit may not act as its leader unless it is established in the scenario (or in the unit's notes) that he has the capability to contact units by radio, cell-phone, HUD, etc.

Leader figures are more critical to Irregular forces than to Regulars.

Regulars have an established chain of command and when a leader is lost, a subordinate is there to take over his role. Some leaders have a positive or negative effect on a unit's Combat Stress Level.



A FIRETEAM LEADER ASSIGNS ONE OF HIS SOLDIERS A FIELD OF FIRE.

Leadership in Irregular forces tends to be based on force of personality or charisma – without a leader, Irregular units become hesitant and indecisive. This is reflected in the fact that Irregulars must make a Troop Quality Check to perform any action if they do not have a designated Leader figure attached.

There is no limit to the number of Irregulars that a single Irregular Leader may have in his Unit.

EFFECTS OF LEADERS

If a leader's morale rating differs from the base morale of the unit he is attached to, the unit uses his morale for checks rather than their own.

Any unit within LOS of a “higher command” leader must use his morale rating rather than their own when taking morale based tests.

Example: *A fireteam of Marines has a Morale of D8. They are in LOS of their Squad Leader, who has a Morale of D10. The fireteam will use his Morale for Morale tests as long as he is within LOS. Note that if the squad leader had a Morale of D6, the fireteam would have been forced to use a lower Morale for Morale tests.*

Positive and negative Leaders, identified in scenario briefs, can raise or lower a unit's Combat Stress.

These rules apply to equally to infantry and vehicle leaders.

LEADERS JOINING A UNIT

A separated leader may join any unit it pleases by moving into cohesion with that unit.

If the unit the leader joins has already been activated in the turn he joins it, the unit and leader may perform no further actions. Both the unit and the leader are finished for the turn.

If the unit has not been activated before the leader joins it, it may be activated later in the turn but may

only fire, not move. The leader joining the unit counts as the unit's movement.

UNIT ATTRIBUTES

Some units have inherent capabilities or characteristics that stand them apart from others. We refer to these as “Unit Attributes.”

Unit Attributes may take the form of an attached asset (such as a medic or scout), special training (engineers, for instance), or a “psychological” effect (like improved Morale against a hated enemy). The chapter on Unit Attributes contains a selection of common attributes, but it is not an exhaustive list. More attributes will likely be described in future companion books – and players are free to devise their own, as well.

Sample Unit Attributes can be found in **Appendix 1: Unit & Vehicle Attributes.**

THE NEARLY UNIVERSAL MECHANIC

Force on Force has one (nearly) universal mechanic that applies to the resolution of a wide range of unit actions, ranging from determining hits against the enemy to digging in under fire: Roll a 4 or better.

If the action calls for an opposed roll, such as firing on the enemy, Roll a 4 or better and roll higher than your opponent.

THE (NEARLY) UNIVERSAL MECHANIC

Roll a 4+

If opposed, roll a 4+ and higher than your opponent's roll

TESTS AND CHECKS

At different points in these rules, you will be asked to make checks or tests, such as Morale Tests or Quality Checks. Some tests/checks are unopposed, while others, such as Combat Tests are opposed rolls. Regardless of the source of the test, it will be resolved as described below.

UNOPPOSED TESTS/CHECKS

An unopposed test or check is simplicity itself to resolve. The rule in question will indicate what die to use in the test – in most cases this will probably be the unit's Troop Quality die. Roll the appropriate die type. Add any modifiers associated with the rule to the die roll. On a modified roll of 4+, your unit has passed the test or check. On a modified roll of less than 4, your unit has failed!



BAOR, SOMEWHERE IN GERMANY, 1980S

OPPOSED TESTS/CHECKS

Opposed checks and tests are called for when units are engaged in an active contest against one another. In such cases, both players will roll the die type specified by the rule in question at attempt to roll a 4+ as described above. The winner is the player who rolls a 4+ and higher than his opponent!

DIE SHIFTS

Tests and checks will indicate what die type will be used, normally based on the involved unit's Troop Quality or Morale. Under certain circumstances, the rules will call for the die type used to shift up or down. This indicates that a die with more or less sides than the unit's normal die type is to be used for the test.

DIE SHIFTS

Base Die	Shifted UP	Shifted DOWN
D6	D8	–
D8	D10	D6
D10	D12	D8
D12	–	D10

LINE OF SIGHT (LOS)

All infantry units have a 360 degree line of sight. Figure facing is irrelevant.

There is no “maximum visual range” unless a scenario or Fog of War card states otherwise. The boards on which the game is played are small enough that figures can see (and, indeed, fire) from one side to the other.

LOS can be blocked by terrain features, such as buildings, high walls, deep trenches, etc.

LOS is not determined on a per figure basis. LOS is traced from the rough center of the firing unit to the rough center of the target unit.

If half or more of the firing unit can see the target unit, it may fire. If less than half the target unit is visible to the firing unit, it cannot be fired upon.

Example: Six Iraqi soldiers are moving around a building. Two come into LOS of a unit of US soldiers. Since the Americans cannot see half or more of the Iraqi unit, they cannot react to it. On the other hand, since less than half the Iraqis can see the Americans, they cannot fire at them, either.



When we look at the example above, it may at first seem odd to say that the Regulars can see two out of six figures in an Irregular unit but cannot shoot at the unit (or at the two exposed individuals, for that matter), but it is our intention to represent a fluid combat situation. Models on the table delineate the area controlled by a unit, but do not specifically represent the static location of individuals. Figure placement simply indicates that the unit is exhibiting some control of the area they are placed in.

When you embrace this idea, you'll discover it opens a wide array of tactical options and provides a far faster, smoother game than those that depend on checking line of sight for individual figures.

LINE OF FIRE (LOF)

A unit must have a clear line of sight to a target to fire at it. If there are other units or civilians between the firing unit and the target, Line of Fire (LOF) must also be considered.

LOF is a line traced from the middle of the firing unit to the middle of the target unit. Any units or civilian stands within 2" of this line and at the same elevation are considered to be "in the line of fire."

Units or stands that are within 2" of the LOF of a target unit at a higher or lower elevation than the firing unit are not in the line of fire.

Example: *An initiative unit is firing at an RPG gunner on a roof top. Another initiative unit is directly in front of them at street level. Since they are firing over the heads of the intervening unit at a target above them, the street level unit is not considered to be in the line of fire. The initiative unit can engage the RPG gunner.*



Most units may not fire at a target if other friendlies are in the line of fire (i.e., within 2" of their LOF). They may fire if civilians are in the LOF, but they have a chance of hitting them (See **Civilians on the Battlefield**, pg. 127). Note, however, that some scenarios may forbid fire that might injure civilians.

Irregulars may fire at targets regardless of whom or what is in their LOF unless a scenario restricts them, but have the same chance of injuring friendlies as described in **Civilians on the Battlefield**.

Regular units may not fire directly through another unit at the same elevation.

Example: *A unit of Republican Guard Regulars wants to fire at some Marines. Unfortunately, a second Guard unit is directly between them and their desired target. The*



Republican Guard units and the Marines are all at street level, so the second Guard unit blocks the first unit's fire.

FOG OF WAR

"Fog of War" is a term used to describe the tendency for things to become confused and unmanageable on the battlefield. Fog of War cards simulate this effect by providing an opportunity for unpredictable challenges or opportunities to arise.

In *Force on Force*, a player draws a Fog of War card if he rolls an unmodified "1" on a Reaction Test. The Fog of War card will indicate whether the player must play the card immediately or may hold it in his hand and play it later.

Fog of War cards may affect either or both players – the card drawn will indicate which force will suffer (or enjoy) its effects.

Some scenarios will dictate that Fog of War cards should be drawn at the start of the game or when certain milestones in the scenario are met – others may dictate that no Fog of War cards are used, even if a "1" is rolled on a Reaction Test.

MOVEMENT

When a player decides to move an activated unit, he must declare what unit he's moving and at what

movement rate. All units have two movement rates, Tactical or Rapid. If he doesn't declare a movement rate, it's assumed the unit is moving at Tactical speed.

Movement may be restricted or modified by **Terrain Effects** (see pg. 56) or scenario specific conditions.

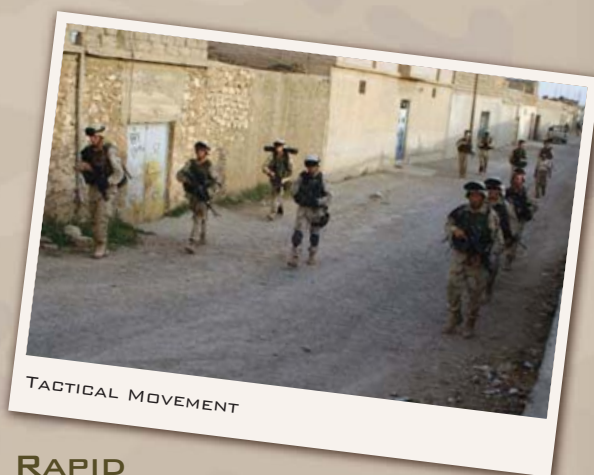
TACTICAL MOVEMENT

Tactical Movement allows units to take advantage of available cover and carefully assess their surroundings for threats. Units making a Tactical move suffer no Reaction Test modifiers.

Infantry units may make a Tactical move of up to 6".

Mounted units may make a Tactical move of up to 8".

Vehicles may make a Tactical move of up to 10".



RAPID MOVEMENT

Units that move more than 6" in a turn are using **Rapid** movement.

Units may make a Rapid move and then fire, but may *not* fire and then make a Rapid move. It is much easier to dash into position and start firing than it is to disengage at a sprint.

Units that have moved rapidly receive a -1 penalty to all Reaction Test die rolls and lose one die of Firepower for the remainder of the turn.



RAPID MOVEMENT

Rapid moving units are also extremely vulnerable to fire, so units attacking them receive an additional die of Firepower.

Infantry units may make a Rapid move of up to 12".

Mounted units may make a Rapid move of up to 16".

Vehicles may make a Rapid move of up to 20".

MOVING UNITS ON THE TABLE

To simplify movement, *Force on Force* bases unit movement on the position of a unit's leader. To move a unit, simply measure movement for the unit's leader and then place the members of his unit within cohesion distance around him.

OUT OF CONTACT MOVEMENT

Out of Contact Movement may only be utilized by units designated by a scenario. Generally, units capable of Out of Contact Movement will be local guerrillas, special forces units, or Irregulars under the command of an attached leader.

Out of Contact Movement is generally only allowed to one side in a scenario and may only be used while that side is the non-initiative force.

A unit capable of Out of Contact Movement that is not currently visible to any initiative unit, i.e., no

initiative unit has an open Line of Sight to it, may move anywhere on the table as long as it can trace a path from its current position to the spot it wishes to move to without crossing any initiative unit's line of sight. Note that UAVs belonging to the initiative force will prevent Out of Contact Movement altogether.

Units utilizing Out of Contact Movement must end their movement before they enter an initiative unit's line of sight.

This unrestricted movement is meant to represent the uncertainty of local force dispositions until the initiative force is able to fix their actual positions by moving into contact or through aerial reconnaissance.

FIRE COMBAT

The following sections describe infantry fire combat in *Force on Force*. These rules approach combat with an emphasis on Troop Quality and the ability of units to react fluidly to one another's actions. Some aspects of the rules, such as group cover and LOS, may be different than what you're used to, but be patient and you'll soon see how everything fits together to provide a quicker, more realistic feeling game.

ROUNDS OF FIRE

When a unit reacts to fire from another unit by firing back, it is referred to as a **Round of Fire**. Make a reaction Test to determine which unit fires first in a Round of Fire.

When one unit engages another with fire, either as an Action or Reaction, a Reaction test is made to see which unit fires first. The unit that passes the test with the highest die score will fire first. In the case of a tie (or if neither side passes the test with a 4+), the initiative unit will fire first.

The side that fires first will resolve its fire as described in **Resolving Fire Combat**, below. If the unit receiving fire first survives, it will return fire unless it has suffered some morale effect that prevents it from doing so, has

DESIGNERS' NOTE: WHERE'S THE WEAPON LIST?

Force on Force puts less emphasis on the specific weapons used in a firefight than on the skill and training of the combatants using them. Rather than focus minutely on the individual characteristics of weapons, comparing one weapon's range, reliability and accuracy to another's, we assume that all classes of weapons designed to perform the same battlefield tasks are basically analogous – it is the man using the tool that makes the difference.

Low Troop Quality units may be using “better”

weapons than a higher Troop Quality unit, but it's doubtful that the differences in weapon performance will make up for the disparity in training and experience. On the other hand, high Troop Quality units are familiar with their weapons and know how to take advantage of their strengths and compensate for their weaknesses.

This philosophy is represented in game terms by *Force on Force's* use of Troop Quality as the key factor in determining the effectiveness of unit's fire.

been completely wiped out, or has no remaining Firepower dice.

When both units have fired, the round of fire is complete.

Note that irregular units may only participate in a round of fire that they have initiated by action or reaction. Otherwise, they must receive fire without responding to it. Since an irregular unit can only be activated or react once per turn, they can only engage in one Round of Fire per turn.

BRITISH SOLDIERS ON PATROL IN HELMAND PROVINCE, AFGHANISTAN (BRITANNIA MINIATURES)

**RESOLVING FIRE COMBAT**

To resolve Fire Combat, both units involved determine how many dice they have in Firepower and Defense. Each unit rolls the appropriate number of Troop Quality dice and discards any dice with a score lower than the target number (4+). The defender matches his Defense dice to the attacker's Firepower dice, attempting to equal or exceed the score on each dice. Any die which the unit being fired on *cannot* equal or exceed causes a casualty.

DEFENSE

Defense represents a unit's ability to protect itself from enemy fire, either by wise selection of cover, use of body armor, or through effective counter-fire. Better trained or more experienced units are more likely to get the most out of the defensive options available to them, so Defense is tied directly to Troop Quality.

A unit's Defense is equal to the sum of their Basic Defense plus Cover and Armor dice.

Basic Defense

A unit's basic Defense is equal to the number of figures in the unit or the number of Firepower dice with which

it is being attacked, *whichever is less*. Extra Defense dice for armor or cover are then added to the basic Defense to determine the unit's final defense value. The type of die thrown is determined by the unit's Troop Quality.

A unit's Defense can never be reduced to zero. No matter what negative factors apply, a unit will always have at least one Defense die.

BASIC DEFENSE

Basic Defense = Number of Figures in Unit or the Firepower of the attack against it, whichever is less.

Effective Defense

A unit's Defense is equal to the sum of their Basic Defense plus Cover and Armor dice.

Example: A group of 8 militia soldiers is being fired on by a fireteam with a Firepower of 5D. The militiamen are moving on the other side of a brick wall and can claim Solid Cover. Since the militiamen are being attacked with a Firepower of 5D, their basic defense is 5D rather than 8D. They can claim Solid Cover, though, which bumps their defense to 6D. The militiamen have a D6 Troop Quality, so their final Defense total in this situation would be 6D6.

Cover Dice

Although *Force on Force* is played on a tabletop, the battles the games represent are not! Even the flattest expanse of land is crisscrossed with wrinkles and dotted with low rises which might provide ample cover for a unit of infantry. It must therefore be assumed that our gaming tables contain similar features which might provide cover for our figures.

To represent this "invisible terrain", we assume that any unit that is not **Exposed** (see below) is taking advantage of unseen terrain features.

In instances where terrain features exist to provide obvious cover, its benefit is not determined on a per figure basis, but rather on the position of the *unit as a whole*. If half or more of a given unit is behind cover, the entire unit receives the benefit of that cover.

Cover modifiers that overlap are cumulative.

Example: Six Jesh A'l Mahdi militiamen move into position in the cover of some low walls surrounding a fountain. 4 of the JAM militiamen make it behind the walls, but two are left in the open. Since half or more of the militia figures are in Solid Cover, the entire unit is considered to be in Solid Cover.

MORE THAN HALF OF THE IRREGULARS BELOW ARE IN SOLID COVER



Units may receive additional dice to their Defense based on any additional cover beyond the usual battlefield clutter:

In Cover (+1 Defense Die): A unit that does not move may declare that it is "In Cover." Units may get "In Cover" anywhere, even in a position that would normally be Exposed. Being "In Cover" represents a unit using all available cover to its full advantage, even if that means little more than laying a little flatter on the ground. In Cover units benefit if they're using better cover, so the In Cover bonus is applied in addition to any

other cover bonuses the unit might receive for being behind Solid Cover, in a Fortified Position, etc.

Regular units are automatically In Cover on any activation that they do not move and are not Exposed.

Irregulars that have not moved during their activation and Exposed Regular units must pass a Quality Check to get “In Cover.”

Pinned units may take a Quality Check to get In Cover even if they have moved. This bonus die is cumulative with other applicable Defense Dice.

Solid Cover (+1 Defense Die): Cover that has a good chance of deflecting or outright stopping bullets is considered to be Solid Cover. Some examples of Solid Cover might include concrete or adobe buildings, sand bags, stone walls, wrecked APCs, etc. A unit isn’t required to be In Cover to benefit from Solid Cover.

Intervening Cover: If enemy fire passes over an intervening terrain feature, such as a stone wall, an AFV, etc. to reach a unit, that unit may claim the Solid Cover bonus.

Improved Cover (+2 Defense Dice): Cover that has been reinforced for extra protection against enemy fire – such as trenches, sandbagged walls, etc.

Fortified Cover (+3 Defense Dice): Fortifications designed specifically to provide protection from gunfire

MECHANIZED INFANTRYMAN,
IRAQI REPUBLICAN GUARD,
KUWAIT, 1991

and blast effects, such as prepared trenches, log bunkers, small concrete pill-boxes, etc. Such positions are generally not available unless a scenario specifically states they are present.

Fortified Position (+4 Defense Dice): Units sheltering within improved positions fortified expressly to protect them from enemy fire are particularly difficult to ferret out. Units in bunkers, fortified buildings, or improved trench networks receive the Fortified Position bonus. Such positions are generally not available unless a scenario specifically states they are present.

Exposed (+1 Firepower Die for Attacker): If a unit is in open ground and is not within 2” of a scenic piece representing cover of some sort, it is considered to be Exposed. Exposed units are extremely vulnerable to fire, so units attacking them receive an extra Firepower Die.

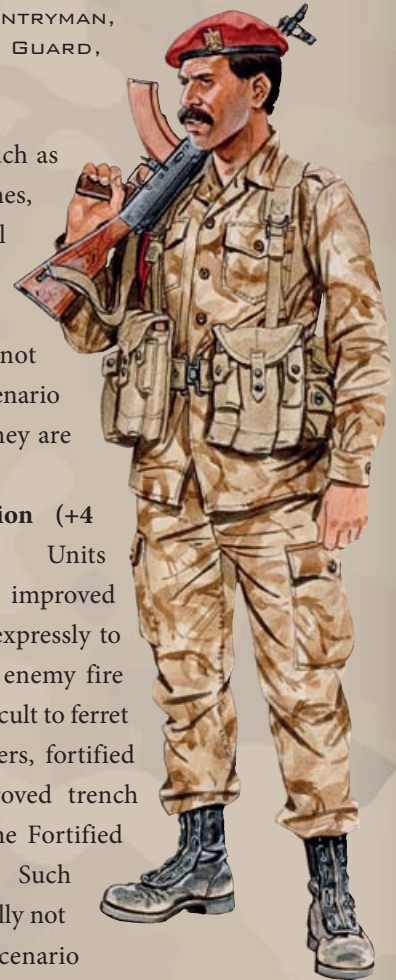
Armor Dice

Units who are wearing body armor receive additional Defense dice.

Light Body Armor (+1 Defense Die)

Heavy or Improved Body Armor (+2 Defense Dice)

Units wearing armor are designated by the scenario.



A UNIT BEHIND SOLID COVER

COVER DICE

- In Cover: +1D
- Solid Cover (inside buildings, behind walls, etc.): +1D
- Deployed Smoke this Turn: +1D
- Improved Cover (shallow trenches, sand-bagged walls, etc.): +2D
- Intervening Cover: If enemy fire passes over an intervening terrain feature to reach a unit, it may claim the Solid Cover bonus (assuming the terrain would provide Solid Cover under

normal circumstances).

- Fortified Cover (purpose built trenches, log bunkers, and other field fortifications): +3D
- Reinforced Fortification (concrete bunkers with firing slits): +4D
- Exposed: +1 Firepower Die for Attacker

All modifiers are cumulative.

A unit's Defense can never be reduced to zero.

No matter what negative factors apply, a unit will always have at least one Defense die.

BODY ARMOR DICE

Light Body Armor: +1 Defense Die

Heavy/Improved Body Armor: +2 Defense Dice

Firepower

A unit's Firepower represents its capability to bring effective fire against the enemy. *Force on Force* works on the assumption that the quality of the man using the weapon is more important than minor differences between individual weapons within the same class. As a result, a unit's Troop Quality is the most important factor in determining its Firepower.

To determine a unit's Firepower, total the number of figures in the unit. Subtract any dice lost from Reactions or Overwatch fire. The resulting total is the attacking unit's basic Firepower.

Add any Support Weapon or bonus dice to the basic Firepower dice to determine the unit's final, adjusted Firepower. This is the number of Troop Quality dice the unit will throw in an attack.

Optimum Range

The ranges for most weapons exceed the size of most tables used for *Force on Force* games. Units who are within Optimum Range of a target, however, have a better chance of causing casualties. Troops with better training or more experience have a greater Optimum Range than less experienced opponents.

Optimum Range should not be confused with "effective range," which is a term with a very specific meaning: It is the distance at which a *weapon* may be expected to fire accurately enough to inflict damage or casualties. The effective range for most weapons used in the game will be many times the width of even the largest tables.

Our term, Optimum Range, refers to the distance on the tabletop at which the average *soldier* of a given Troop Quality is likely to cause a wounding hit. It is a measure of the firer's ability to shoot well, rather than a gauge of the weapon's innate accuracy.

Optimum Range is directly linked to a firing unit's Troop Quality: The higher the unit's Troop Quality, the greater its Optimum Range.

There is no "maximum range" for most weapons. If a target is in LOS, it is generally considered to be "in range." Exceptions are noted in the rules.

OPTIMUM RANGE AND TROOP QUALITY

D12 Troop Quality Units have an Optimum Range of 12"

D10 Troop Quality Units have an Optimum Range of 10"

D8 Troop Quality Units have an Optimum Range of 8"

D6 Troop Quality Units have an Optimum Range of 6"

Support Weapons and units with enhanced optics have twice the usual Optimum Range for their Troop Quality.

Vehicle mounted and emplaced Support Weapons always treat their attacks as being within Optimum Range, regardless of the distance fired.

There is no "maximum range" for most weapons. Exceptions are noted in the rules.

A unit only receives one Optimum Range die per round of fire.

A unit can only claim an Optimum Range die if all the weapons used in the attack are within Optimum Range.

Example 1: *A Trained fireteam of four soldiers, two armed with rifles and one each with a grenade launcher and a SAW, are firing at an enemy unit 7" away. Since the enemy unit is within Optimum Range of all the fireteam's weapons (8" for the rifles, 16" for the grenade launcher and SAW), the fireteam receives a bonus Firepower die.*

Example 2: *The same fireteam described above is firing at an enemy unit that is 14" away. If the entire unit fires at the distant enemy, the Fireteam does **not** receive the Optimum Range bonus (14" is beyond the rifles' Optimum Range). If the fireteam decides to split their fire, firing the SAW and grenade launcher at the enemy unit 14" away, that portion of their fire **would** receive the Optimum Range bonus die.*

Support Weapon Dice

Infantry Support Weapons are more powerful than ordinary small arms. They are generally used against other infantry, but some infantry support weapons also have anti-armor capabilities. In *Force on Force*,

such weapons include SAWs, GPMGs, and grenade launchers, RPGs, heavy machineguns, etc.

Figures using Support Weapons add dice to their unit's Firepower in excess of the dice received for the figures themselves.

Support Weapons fall into the following general categories:

Light Support (+1 Firepower Die): Light Support Weapons are man-portable and can be operated without assistance – although an assistant gunner may be on hand to spot or pass ammunition, his services are not required to operate the weapon



US SOLDIER FIRING A SQUAD AUTOMATIC WEAPON (SAW) WHICH IS CLASSIFIED AS A LIGHT SUPPORT WEAPON]

effectively. Light Support Weapons generally use standard small arms ammunition, but have a greater range or rate of fire than their smaller brethren.

Examples of Light Support Weapons include: SAWs, Rifle Grenade Launchers, Grenade Launchers, and Very Light Mortars

Medium Support (+2 Firepower Die): Medium Support Weapons usually require a crew of at least two for transport and effective operation. They are often vehicle mounted or emplaced. Other Medium Support Weapons, such as RPGs and other shoulder launched missiles, are easily portable but cause increased damage due to their explosive power. Medium Support Weapons that make a Rapid Move receive no Support Weapon dice at all.

Medium Support Weapons tend to be a bit unwieldy due to their weight and size. As a result, any unit that moves in a turn receives one bonus Firepower die rather than two (i.e., an RPG team with a normal Firepower of 5D would have a Firepower of 4D during any turn in which it moved).

Examples of Medium Support Weapons include: GPMGs, AGLs, standard RPGs

Heavy Support (+3 Firepower Die): Heavy Support Weapons are rarely man-portable and are usually vehicle mounted or emplaced. However, some of the more powerful man-portable missile systems are also classified as Heavy Support Weapons due to their devastating explosive power.

Heavy Support weapons are generally large, weighty chunks of ordnance, making moving and firing them in a short period of time difficult. As a result, any Heavy Weapon that make a Tactical Move during a turn suffers a two dice penalty to its Firepower (i.e., a HMG team that normally had a Firepower of 8D would be reduced to a Firepower of 6D if it moved during a turn). Heavy support Weapons whose crew makes a Rapid Move may not fire at all.



TALIBAN FIGHTERS MAN A SOVIET AA GUN
(BRITANNIA MINIATURES)

Heavy Support Weapons include: HMGs, AT missiles, AT RPG

Example: A unit of Taliban consisting of six men, four armed with an AK, one with an RPD and one with an RPG moves around the corner of a compound and fires at an American Ranger fireteam. The Taliban unit has a basic firepower of 6 (one die for each figure in the unit). One of the figures is armed with an RPD, a Light Support Weapon that adds a bonus die, raising the Firepower to 7. Another one is armed with an RPG, which would normally provide two bonus dice to the Firepower of the unit. Since the unit moved this turn the RPG suffers a one die penalty, so it only provides one bonus die. This results in the unit of Taliban having a Firepower of $6 + 1 + (2-1) = 8$.

Support Weapon Annotation

The “stats” for a support weapon are abbreviated in unit organization or vehicle write-ups. The “stat-line” for a support weapon indicates the weapon’s class, and the number of anti-personnel (AP) Firepower dice it adds to a unit (or throws, in the case of a vehicle). If the weapon has anti-tank capabilities, its AT factor is listed along with its AT gun class.

As an example, a light support weapon, such as a SAW, would have a stat-line like this: **Lt. AP:1** (Light support, +1 die to anti-personnel Firepower).

An anti-tank RPG would look like this: **Hvy. AP:3/AT:2(M)** (Heavy support, +3 dice to anti-personnel Firepower, AT factor of 2, classed as a Medium (M) gun).

Diminishing Firepower

The more frantic a unit's movement and fire becomes, the less effective it is. To represent this, a unit's Firepower diminishes the more it does in a single turn.

The first time a unit fires per turn, it uses its full Firepower. After that, a unit loses one die of Firepower:

- Each time it fires as part of an Activation, Reaction, or Overwatch.
- Each time it moves as part of an Activation, Reaction or Morale test failure.

When a unit's Firepower is reduced to zero, it may no longer fire during that turn.

The Firepower Cap

No infantry unit may have a total Firepower greater than 10 dice.

This rule reflects the fact that there are limits to even the most highly trained unit's fire discipline.

Note that all negative penalties are applied to the 10D cap, regardless of the number of figures in the unit.

Vehicular weapons, bombs, and certain game effects are exempt from the 10D cap.

Example: *A mob of 12 Taliban, some armed with RPK machineguns and RPGs are firing at a unit of British SAS sheltering in a boulder strewn ravine. The Taliban fighters' total Firepower is nearly 20D, but it is reduced to 10D due to the Firepower Cap. The Taliban have Poor Supplies, earning them -1 die penalty to their Firepower, reducing it to 9D for this attack.*

Splitting Fire

Units normally find that it is tactically advantageous to group their fire, but there may be situations in which a unit would benefit from splitting its fire between multiple targets in the same activation.

Note that a unit that fires on infantry with its small arms while using Support Weapons to engage a vehicle is *not* considered to be splitting its fire.

To split fire, the owning player must announce what targets a unit is going to engage and how many Firepower Dice will be devoted to each target. Support

FIREPOWER

Number of Figures + Special Weapon Dice =
Number of Troop Quality Dice in Firepower

- +1 die if in Optimum Range
- +1 die if target Unit is Exposed
- +1 if unit is Well Supplied
- 1 die if unit made a Rapid Move this turn
- 1 die for each Reaction/Overwatch fire after the first in a turn

- 1 die for each move as part of a Reaction or Morale test failure
- 1 die in defensive fire vs. Close Assault
- 1 die if unit is Poorly Supplied

Infantry Firepower may never exceed 10D. All negative penalties are applied to the 10D cap, regardless of the number of figures in the unit

Weapon dice must be allocated to one target and may not be split among multiple targets.

The number of targets a unit can service is limited by its Troop Quality.

TARGETS ENGAGED BY QUALITY

D6 Troop Quality: May only engage ONE target

D8 Troop Quality: May engage TWO targets

D10 Troop Quality: May engage THREE targets

D12 Troop Quality: May engage FOUR targets

Example: A Russian unit taking cover in a traffic circle is being engaged from two sides by Georgians. The Russians are D8 Troop Quality, so they can split their fire between two targets. They have a Firepower of 6 (4 figures plus 2 dice for two Light Support weapons – a SAW and RGL). The player decides to split his fire exactly in half, with one rifleman and the SAW gunner engaging one group of Georgians and the other rifleman and RGL engaging the other. The Russians will engage each unit with a Firepower of 3.

Making the Attack Roll

To determine the outcome of an attack during a firefight, the attacker rolls his adjusted Firepower versus the defending unit's adjusted Defense.

The attacker rolls a number of dice equal to his adjusted Firepower and discards any dice with a score of less than 4.

The defender rolls a number of dice equal to his adjusted Defense and discards any dice with a score of less than 4.

The defender matches his Defense dice to the attacker's Firepower dice, attempting to match each of the attacker's dice with an equal or higher die roll.

The defender may arrange his successful dice against the attacker's successful dice as he sees fit.

Any of the attacker's dice with a score of 4 or greater that cannot be equaled or exceeded by a Defense Die indicates a casualty.

Example: A fireteam of 5 D10 Troop Quality Marines (3 with rifles, one with a SAW, and one with a Rifle GL) make a ranged fire attack on a unit of 4 Taliban crouched behind a low mud wall. The Taliban are within the Marines' Optimum Range.

The Marine player's Firepower is 7 (one for each figure in the fireteam), +1 die each for the SAW and Rifle GL, which are Light Support Weapons). The Taliban are in Optimum Range for all the unit's weapons, so it receives another bonus die. The Marines' final Firepower total is 8D10.

The Taliban's basic Defense is 4 dice, one for each member of the unit, which is less than the Marines' 8D Firepower. Since a unit's basic Defense is equal to the lesser of the number of figures in the unit or the Firepower of the attack directed against it, the Taliban have an unmodified Defense of 4D. Any Cover dice are added to this, so the Taliban receive +1 Defense die for being In Cover and another +1 die for the Solid Cover provided by the wall. This brings their Defense total to 6D8 (these Taliban have a Troop Quality of D8).

The Marine player rolls his Firepower of 8D10, noting each individual roll: 10, 9, 7, 5, 4 (he also rolled a 3 and two 1s, but since those are not a 4 or higher, they are discarded).

The Taliban player rolls 6D8 for Defense and notes the result of each die: 8, 5, 4, 4, 3, and 2. The rolls of 3 and 2 are discarded.

The dice are laid out and the Taliban player matches his Defense dice against the Marines' Firepower dice as best he can, trying to equal or exceed as many of the attacker's scores as possible.

He arranges the dice as shown (underlined numbers are the Firepower dice):

10-X, 9-4, 7-8, 5-5, 4-4

Since the Taliban had no die rolls that could equal or exceed the attacker's 10 and 9 rolls, he leaves the 10 unanswered and sacrifices one of his 4s against the 9. This allows him to put his 8, 5 and remaining 4 against the Marines' 7, 5 and 4, negating them. End result – the defender takes two casualties, leaving two Taliban in need of some lucky Morale dice cowering behind the bullet-pocked mud wall!

Suppression Fire

There are times when a unit is more interested in pinning an opponent unit down than in causing casualties. Suppression fire is intended to do just that and involves a massive barrage of fire which (hopefully) will keep the enemy's head down and stick him in place.

A player must announce in advance that a unit is laying down Suppression Fire during its activation. The unit throws 2 less firepower dice than normal, but may Suppress its target unit even if no casualties are caused. The firing player's Suppression roll must include at least one die roll of 4+ to succeed, however.



A US RIFLEMAN LAYS DOWN SUPPRESSION FIRE IN AFGHANISTAN, 2010

Weapon Teams or units equipped with LMGs (*not* SAWs), GPMGs, MMGs, HMGs, or AGLs do not suffer the -2 Firepower penalty and are *always* considered to be using Suppression Fire.

Suppression effects are determined by the target unit's Confidence Level.

SUPPRESSION FIRE RESULTS

Low Confidence Units: Make Morale Check with a -1 Negative Die Shift to their Morale– Failure indicates unit is Suppressed

Confident Units: Make Morale Check if Suppression attempt has a modified Firepower of 3+ – Failure indicates unit is Suppressed

High Confidence Units: Cannot be Suppressed
All infantry units engaged by **Intimidating Weapons** must make a Morale Check to avoid becoming Suppressed.

Suppressed units suffer from the same effects as Pinned units, but multiple Suppressions will not force a unit to Pull Back.

Any casualties resulting from Suppression Fire are resolved normally. Morale Checks resulting from casualties are also resolved normally and take precedence over any Suppression results.

A unit remains suppressed until the turn's end.

SPECIAL RULES FOR FIRE COMBAT

AMBUSHES

Units that are **Hidden** (or Stealthy/Elusive units which have not been detected) within a terrain feature and are outside an enemy unit's Optimum Range may utilize the **Ambush** special rule.

AMBUSH RANGES BY TROOP QUALITY

TQ D6: 12"

TQ D8: 16"

TQ D10: 20"

TQ D12: 24"

Hidden units can spring an Ambush on enemy units within twice their unmodified Troop Quality .

When an enemy unit approaches an ambushing unit or units, it must make a Spot Check when it comes within unmodified Optimum Range for their Troop Quality (6" for TQ D6 troops, 8" for TQ D8, 10" for TQ D10, 12" for TQ D12) of the ambushing unit(s). Use the rules described in **Spotting Stealthy Units**, pg. 140.

If the ambushing unit is spotted, make a normal Reaction test to determine which acts first. If the ambushing unit is not spotted, the ambush is resolved normally at a point in the enemy unit's movement designated by the ambushing unit – in other words, if the Spot Check fails, the ambushing unit can wait to spring the ambush until the enemy unit is as close as possible.

To successfully spring an ambush, a **Hidden** unit must pass a Troop Quality Check. If they pass the test, no Reaction Test is required for the attack – the Ambushing unit automatically fires (or moves) first. If the Hidden unit fails the test, a Reaction Test is made as usual.

Units on Overwatch or sacrificing their activation to React may attempt to interrupt an Ambush, but their fire will always occur *after* the ambush fire, even if the ambushing unit failed its ambush Troop Quality Check.

Example 1: A group of Fedayeen Saddam lays in ambush for a US Marine patrol. At TQ D6, they can ambush any enemy unit within 12". They opt to spring the ambush before the Marines are close enough to detect them. The Marines have a unmodified Optimum Range

of 8" (TQ D8), so the Fedayeen must spring the ambush while the Marines are more than 8" away. Unfortunately, this means that the Marines will be outside of the Fedayeen's Optimum Range (6" for TQ D6), but the insurgent player is willing to sacrifice a die of Firepower for a good chance at going first in a round of fire. The Fedayeen player makes a Troop Quality Check and rolls a 5: Success! The Marines are caught in an ambush and must weather the Fedayeen's fire before taking any action themselves!

Example 2: The same situation as above, but this time the Fedayeen player opts to let the Marines approach within 6" before springing the ambush, thereby bringing them within his units Optimum Range and gaining a die of firepower. When the Marines are within 8" (their unmodified Optimum Range), a Spot Check is made to determine if they notice the Fedayeen ambush. The Marines pass the check and spot the Fedayeen, spoiling the ambush. A Reaction test is made and the firefight is resolved normally.

Ambushing units suffer a Negative Die Shift when attempting to ambush enemy units with an attached Indigenous Scout or designated Pointman. Units with Scouts or Point Men also receive a +1 on Reaction Test die rolls associated with an ambush.

COALITION PATROL WALKS INTO AN INSURGENT AMBUSH. (15MM REBEL MINIATURES FIGURES)



NIGHT FIGHTING

In the modern era, technologically advanced troops rule the night. Superior night vision devices give troops possessing them a decided edge over opponents who are not similarly equipped.

Scenarios indicate whether units possess night vision (and whether the scenario takes place at night, for that matter). Units with Abundant Supplies are likely to have night vision devices.

Units fighting at night and lacking night vision devices have their Optimum reduced by half. Treat all enemy units beyond their *reduced* Optimum Range as if they are **Elusive** (see pg. 135.). Additionally, their Firepower against units beyond *reduced* Optimum Range is also halved.

Units with night vision devices suffer none of the penalties above.

Example: *A squad of ANA troops with a Firepower of 6D and a Troop Quality of Untrained is fighting at night. The unit has no night vision capability. The ANA unit must make a Troop Quality test to spot a Taliban unit creeping towards them. Luckily, it makes the test, but the Taliban fighters are 5" away. Since the ANA unit's optimum range is halved for night fighting without night vision aids, the Taliban are beyond their Optimum Range, reducing the ANA units Firepower for the attack by half (from 6D to 3D.)*

SUPPRESSED WEAPONS

Suppression reduces a weapon's report and muzzle flash. Suppressed weapons are normally used by **Stealthy** units, including sniper teams. Only small arms may be silenced, including pistols, assault rifles, and sniper rifles. Support weapons may not be silenced.

Since most suppressed weapons use a subsonic round and/or a heavy suppressor on the end of the barrel, their stopping power and accuracy are often decreased. Units



THE NIGHT ISN'T CHARLIE'S ANYMORE

equipped with suppressed weapons lose one Firepower die unless indicated otherwise in their unit description.

A stealthy unit using suppressed fire must be spotted before it can be engaged with fire and can only be fired at by the unit(s) that spotted it.

When units with suppressed weapons engage a unit that hasn't spotted them, that unit cannot interrupt – it can only take the fire and hope to fire back. It is difficult to spot the source of suppressed fire, though, so a unit being attacked with suppressed weapons must make a Spotting Check to return fire.

Units firing suppressed weapons are spotted in the same manner as **Hidden** units (see **Spotting Hidden Units**, pg. 64).

Spotting Checks are not necessary if the unit being fired on has already spotted the hidden/stealthy unit or if the unit fired non-suppressed weapons in addition to its suppressed small arms.

OUTGUNNED

Units armed with vastly superior weapons are said to “outgun” their opponents. Units who have their opponents Outgunned receive a bonus Firepower Die.

So, what constitutes “vastly superior weapons?” Scenarios will usually indicate if one side or the other

is Outgunned, but for general purposes, weapon superiority indicates that one side possesses firearms that provide them with a clear advantage over their opponents. Some examples might include:

- A unit armed with assault rifles would Outgun an opposing unit armed with bolt action rifles. The assault rifles are roughly equivalent in range and accuracy, but have a far greater rate of fire.
- A unit armed with magazine fed bolt action rifles would Outgun an opposing unit armed with single-shot, bolt action rifles. Again, accuracy and range are roughly equivalent, but rate of fire is superior for the magazine fed rifle.
- A unit armed with expensive, high quality assault rifles of western design would *not* outgun an opposing unit armed with cheap, shoddily made assault rifles. The quality of weaponry may be better in one unit, but both units have weapons that provide them with similar capabilities.

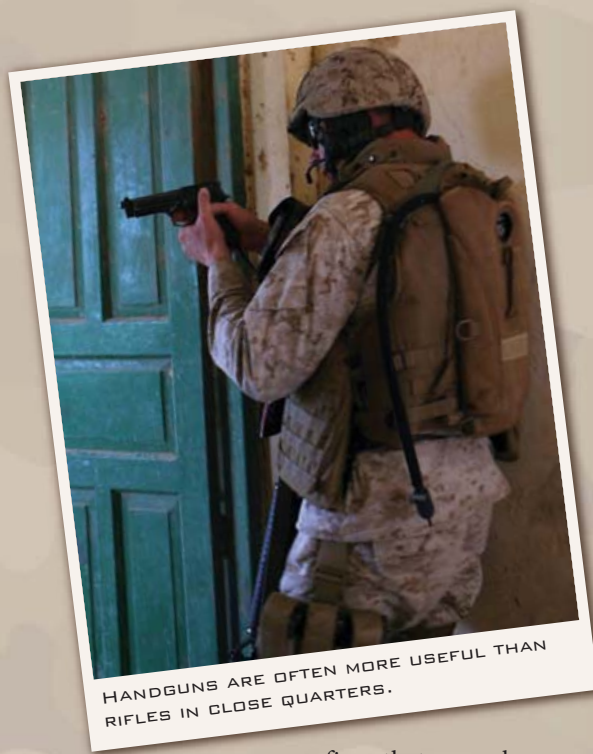
SMGs, SHOTGUNS, AND HANDGUNS

Some weapons have been designed specifically for use in close quarters battle, including firearms like shotguns and submachine guns.

Close Combat firearms have been designed to be very effective at “in your face” ranges, but the factors that make them so useful in a virtual knife fight don’t serve them so well when engaging targets at long range.

In game terms, Close Combat weapons such as shotguns and SMGs throw an extra die in Close Combat or when firing at a target within Optimum Range. Beyond Optimum Range, SMGs and shotguns use a D6 for their Firepower Quality die regardless of the firing unit’s Troop Quality.

Like SMGs and Shotguns, handguns are very “handy” in close quarters. They don’t throw down the volume of



fire that a subgun or shotgun does, however, and so are a little less effective.

The Troop Quality of a figure firing a handgun at a target in Optimum Range suffers a Negative Die Shift (i.e., a figure with a Troop Quality of D8 would throw a D6 when using a handgun). Troop Quality cannot be reduced below D6.

Handguns cannot fire effectively enough at targets beyond Optimum Range to engage them at all.

Handguns are very effective in Close Combat, however, and figures using handguns in Close Combat receive a bonus Firepower die and do not suffer the normal Negative Die Shift.

INTIMIDATING WEAPONS

While nobody wants to get shot by *anything*, some weapons are particularly fearsome or intimidating. Infantry units that come under fire from an Intimidating Weapon must make a Morale Check to avoid becoming **Suppressed**.

As a rule of thumb, any weapon that has an unmodified Firepower of 3D or higher is an Intimidating Weapon. Some weapons may be identified by theater specific rules or a scenario as Intimidating even if they have a Firepower of less than 3D.

ON-BOARD MORTARS

Forces often have the support of off-board mortar teams some distance away that are responding to the force's calls for fire. Mortar teams can occasionally be fielded on the table as well.

Small mortars that are homogenous to an infantry squad or fireteam, such as the 50mm mortar used by Britain, are treated as normal Medium Support Weapons.

Light mortar teams may be deployed on the table. On table light mortar teams are treated as Weapon Teams. When firing at a target that is out of their LOS, on board mortar teams use the same fire request rules as off-board mortars and artillery. On board mortars may engage enemy units in their LOS without going through the call for fire sequence.

Light mortars have a No Fire Zone of 18." They may not be fired at enemy units that are 18" away or *closer*.

On board mortar teams may also direct lay their mortars at enemy units within line of sight and beyond the mortar's No Fire zone of 18." Direct Lay fire suffers a -1 die Firepower penalty.

If fired upon directly by enemy units, the mortar team may react in the same way as any other unit. If attacked by an enemy unit that is within their No Fire Zone, the mortar team may reply with small arms fire.

On board mortar teams may go on Overwatch but *do not* receive the +1 bonus to their Reaction Die roll.

Medium or Heavy Mortar teams may be placed on the table as part of a scenario. They are normally placed as scenario objectives, because neither type of mortar may normally fire at targets on the table.

If a scenario permits, Medium Mortars may be direct layed at enemy units. Medium Mortars have a No Fire Zone of 24."

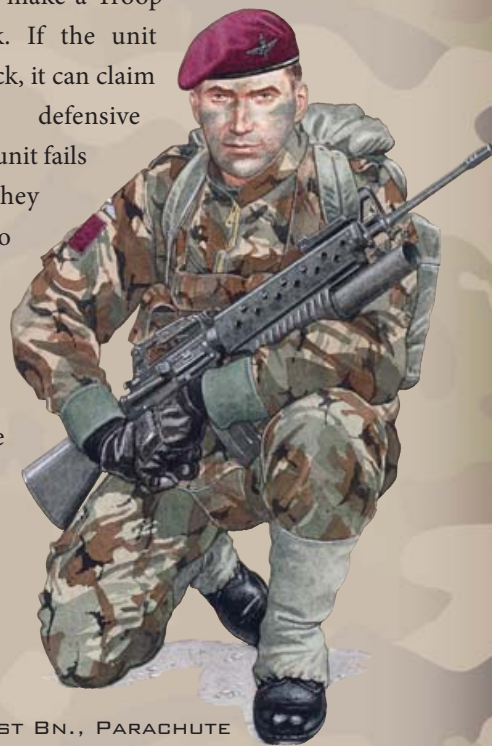
Heavy Mortars on the table are always present as objectives only and may never be fired at on table units.

SMOKE

Smoke and other obscurants delivered in the form of grenades, shells, or vehicular dispensers have long been used to mask movement and blunt the force of enemy fire. Each type of smoke delivery system has its own characteristics, which are described in the following sections.

SMOKE FROM GRENADES/LIGHT MORTARS

Unit's attempting to deploy smoke grenades must make a Troop Quality Check. If the unit passes the Check, it can claim the smoke's defensive benefits. If the unit fails the check, they were unable to deploy the smoke successfully and receive no defensive bonus.



SERGEANT, 1ST BN., PARACHUTE
RGT., NORTHERN IRELAND, 1989

A unit may only attempt to lay smoke once per turn and, in the case of grenades, it can only be placed within the unit's Optimum Range.

MMortars deploying smoke must be contacted to request fire in the same manner as normal fire mission requests. Firing smoke counts as the mortar asset's fire mission for the turn. On board mortars may lay smoke when activated instead of conducting normal fire.

Smoke from grenades, grenade launchers, or light mortars only provide protection for the unit for whom the smoke was deployed (one unit may "pop smoke" for another designated unit). This type of smoke only persists for the duration of the turn in which it is deployed.

Units protected by smoke gain an extra Defense die whether they move or not. Smoke reduces visibility for friend and foe alike, however, so units protected by smoke also lose one die of Firepower.

SMOKE FROM HEAVIER MORTARS/ ARTILLERY

A fire mission request must be completed successfully to deploy smoke from heavy mortars or artillery batteries. Firing smoke counts as the mortar or artillery asset's fire mission for the turn.



US SOLDIERS PREPARING TO ADVANCE
UNDER COVER OF SMOKE

SMOKE

Grenades, Rifle Grenades: +1D Defense and -1D Firepower for one turn

Light Mortar: Must be requested. +1D Defense and -1D Firepower for one turn for unit requesting smoke

Medium Mortar: Must be requested. 4" radius screen blocks LOS. Persists two turns

Heavy Mortars, Light Artillery: Must be requested. 6" radius screen blocks LOS. Persists two turns

Medium Artillery: Must be requested. 8" radius screen blocks LOS. Persists three turns

Heavy Artillery: Must be requested. 10" radius screen blocks LOS. Persists three turns

Smoke shells create a smoke cloud of the same size as a normal salvo for the artillery type used. This cloud completely blocks Line of Sight. Heavy Mortar and Light Artillery smoke will last two turns. Medium and Heavy artillery smoke will last three turns.

Units outside a smoke cloud can see 2" into it. Units inside a smoke cloud have a maximum visibility of 4" and may only see out of the cloud if within 2" of its edge.

CLOSE ASSAULT COMBAT

Despite advances in combat technology, victory in *Force on Force* may still come down to a scuffle between desperate men armed with knives, bayonets or entrenching tools. Sometimes the only way to dislodge the enemy from a position is at the end of a sharpened length of cold steel.

If one or more figures in a unit are within Rapid movement distance of an opposing unit, the entire unit may launch a charge and attempt to engage the enemy in a Close Assault.

CLOSE ASSAULT QUALITY TEST

Once a unit has declared a Close Assault on another unit, it must make a Unit Quality Check.

If the unit *passes* the Quality Check (it rolls a 4+ on a Troop Quality die), it may proceed with the Close Assault.

If the unit *fails* its Quality Check, it must remain in place and forfeits its activation. The unit may spend its activation taking cover or tending to its wounded, however. It may also still react to enemy units.

If the Assaulting unit passes its Quality Check, the defending unit must make a Unit Quality Check of its own.

If the defending unit passes its Quality Check (by rolling a 4+ on its Troop Quality die), it may either opt to attempt to break the charge with defensive fire or flee one full Rapid movement away. Units with Dependents may *not* flee. Regardless of how it responds to the assault, the defending unit forfeits any other actions for the turn.

Resolve defensive fire in the same manner as regular fire combat, but subtract 1 die from the defending unit's Firepower to reflect the unnerving effect of being charged and subtract 1 die of Defense from the Assaulting unit to represent how heedless they are of danger during their break-neck charge into the enemy. Assaulting units are subject to this modifier even when being fired upon as part of Reaction or Overwatch fire from units not directly involved in the Close Assault itself.

If the Assaulting player takes casualties, he must make a Morale Check as usual. A Pinned or Shaken result aborts the assault. Pinned and Shaken units are returned to their positions prior to the assault and are subject to the usual Pinned/Shaken effects.

If the Assaulting player takes no casualties or passes his Morale Check, move the assaulting figures into contact with the defenders and resolve the Close Assault.

If the defending unit fails its Quality Check it can either stand in place and fight without the benefit of defensive fire or it can flee up to one full Rapid move and become Pinned.

Remember, units with Dependents may not flee.

If the defending unit doesn't flee, the assaulting figures are moved into contact with the defenders and the Close Assault is resolved.

RESOLVING AN INFANTRY VS. INFANTRY CLOSE ASSAULT

Infantry Close Assaults are resolved in the same manner as Fire Combat, with the following exceptions:

- Close Assault combat continues until one side is either wiped out or captured.
- Neither side may claim Cover dice other than Body Armor.
- Neither side may claim Support Weapon dice.
- Neither side may claim the Optimum Range bonus.

DESIGNERS' NOTE: WHY CAN'T I USE MY SAW IN CLOSE ASSAULT?

The short answer is *you can!* You just don't get the bonus Firepower dice for it!

Support weapons are designed to perform a specific tactical function in combat and that purpose invariably involves some sort of stand-off capability which increases a unit's ability to cause casualties or suppression through fire combat at a distance. The very attributes that make support weapons so successful in their designated roles generally reduces their effectiveness in a Close Assault. Additionally, they're not very *handy*. A SAW's great rate of fire, for instance, is counterbalanced by its extra weight.

The assaulting unit makes the first attack roll, casualties are determined, and Morale Checks are resolved. If the defending unit isn't wiped out or captured, it may make an attack using its surviving figures. This process continues until one side is wiped out or surrenders.

Morale Checks are resolved normally, but their results are used to determine if a unit has lost the will to continue fighting.

If an Irregular unit becomes Shaken enough to break (its morale is reduced below D6), they are considered to be captured by their opponents.

Regular units are also subject to Morale Checks during close combat. If they become Pinned, their Morale suffers a minus one Die Shift. If a Regular unit's Morale drops below D6, it surrenders and its members become POWs of the unit they are fighting.

Multiple Pins in Close Combat reduce a unit's Morale level, but they do not force a Pull Back.

If a unit is wiped out in Close Assault, roll 1D6 to determine the fate of each of its figures. Each figure that rolls a "1" is captured and becomes a POW (if the Irregulars deign to take prisoners). On any other roll, the figure is considered slain and is removed from play.

POWs

If figures from one side surrender to the other, they are kept with the victorious unit until they are either escorted off the table or the game ends. This allows their owning player a chance to rescue them. Rescued POWs become Dependents to the unit that rescues them until that unit moves to a friendly board edge (where it is considered to have handed off the POWs to another friendly unit) or disposes of the POWs in some other way dictated by a scenario's special rules.

Once a figure has been made a POW, it may not be used in combat for the duration of the game, even if it

is rescued. It is assumed that such figures have been stripped of all their weapons and armor and are quite likely in a debilitating state of shock.

CASUALTIES AND DEPENDENTS

Combat units who have taken casualties or who find themselves responsible for the well-being of civilians or POWs are subject to Dependent and/or Casualties rules that follow.

THE CASUALTY PENALTY

If a unit has casualties that have not been escorted to the rear (usually the owning force's home table edge) by one of the unit's healthy members or handed over to CASEVAC area, the unit must make a Quality Check each time it attempts to move faster than Tactical. This reflects that the unit is forced to move more cautiously with their wounded comrade in tow – and perhaps a little less than eager to take risks in general.

WHO GOT HIT?

When a unit takes casualties, it may be important to determine who the casualty is.

For the most part, it doesn't matter what figure in a unit of regular soldiers was hit. If the Fireteam Leader was hit, one of the other Fireteam members will take over. If a Special Weapon gunner was hit, everyone in the fireteam is cross-trained on the weapon, so someone else will pick it up. If a unit contains specialist troops (such as a Medic or TAC), however, who was hit becomes more important. If a unit containing such figures sustains casualties, roll a die for each casualty to determine who got hit.

Example: *A unit containing a fireteam leader, a grenadier, a medic and two riflemen is fired on and takes two casualties. There are five figures in the unit, so players could either assign each figure in the unit a number from*

1 to 5 and roll a D6 (re-rolling results of 6) or they could roll a D10 and divide the resulting number in half for an actual roll of 1 to 5.

Let's assume the players decide to go the D10 route. They agree to number the figures in the unit thusly: 1: Leader, 2: grenadier, 3: medic, 4 & 5: riflemen. They roll 2D10, one for each casualty. The first D10 roll is a 4, which divided by 2 results in a 2, indicating the grenadier was hit. The second D10 is 7, which divided by 2 (rounding up), is a 4: a rifleman is hit.

Irregulars aren't as flexible in their command structure as regular soldiers, nor are they as well trained. So, it's important to see who went down when an Irregular unit takes casualties. Always dice to see if an irregular unit's casualties include its Leader or Special Weapon gunners.

If an irregular Leader or Special Weapon Gunner is hit, the following effects apply:

Irregular Leader is a Casualty: If an irregular unit loses a leader, it remains leaderless until joined by a new leader.

Irregular Special Weapon Gunner is a Casualty: If an irregular unit's Special Weapon Gunner is hit, the unit must make a Quality Check to see if anyone else is able to use the weapon. If the check succeeds, another irregular can use it. If the check fails, either nobody else in the unit knows how to use the weapon or the weapon has been damaged and is no longer usable.

More Casualties than Figures

A unit may receive more casualties than it has figures. If so, any excess hits are ignored.

Example: A unit of 4 of French Foreign Legionnaires is caught in an artillery barrage that causes six hits against them. Since there are only 4 figures in the unit, the 2 excess hits are ignored.

FIRST AID CHECKS

When a unit takes casualties, it must make a **First Aid Check** at the beginning of the following turn to determine the severity of their casualties' injuries and provide immediate aid.

At least one "healthy" figure must be present to make the First Aid Check. If no healthy figure is present, a First Aid Check may not be made until assistance from able-bodied troops or medics arrives. In such cases, the wounded figures are left tipped on their side where they were wounded and are considered "wiped out."

A friendly unit may provide First Aid for a wiped out unit by moving into cohesion with it. A First Aid Check may be made for all casualty figures in both units at the beginning of the following turn.

A wiped out unit may be captured by an enemy unit that moves into cohesion with them. Once a unit takes custody of enemy wounded it is subject to the **Dependents Penalty**. A unit with POWs can remove

BRITISH MEDICS PROVIDE FIRST AID TO A FALLEN COMRADE



STANDARD FIRST AID TABLE

Roll 1D6:

- 1 Dead. Unit may act as normal if it passes a TQ Check. If not, it may only react fire to fire this turn, but may act normally next turn.
- 2, 3 Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.

- 4,5 Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.
- 6 OK, gets back up! Unit may take turn as normal.

the Dependents Penalty by moving to one of its own CASEVAC areas or a friendly table edge, if either exists in the scenario being played.

To determine the seriousness of a casualty's injuries, roll 1D6 for each figure hit by enemy fire and consult the appropriate First Aid table.

Apart from figures with Light Wounds, a unit's casualties are not counted when determining the unit's basic Firepower or Defense. Seriously wounded figures are too preoccupied with their immediate survival to contribute meaningfully to their unit's offensive or defensive capabilities. In a similar vein, seriously wounded troops do not contribute Morale dice when their unit is forced to take a Morale Check.

If a casualty is found to be **Dead**, a Troop Quality Check must be made to determine the unit's reaction to the loss of their comrade. If the unit passes the TQ Check, it suffers no penalty. If not, it may only react fire to fire for the duration of the turn, but may act normally next turn.

If a casualty is found to have a **Serious Wound**, its

unit may only React for the rest of the turn. The unit suffers from the Casualty penalty until the wounded figure is escorted off the table or to an on-table casualty evacuation center by a healthy team-mate, medic, stretcher team, or ambulance.

If a casualty is found to have a **Light Wound**, it remains with its unit and may even contribute to the unit's Firepower. The unit suffers from the Casualty penalty, however. A figure with a light wound may be voluntarily removed from play, move off the edge of the table, or make its way to a CASEVAC point (thus removing the Casualty penalty from the unit), or the unit may elect to keep the lightly wounded figure to benefit from the Firepower die it contributes.

If the casualty just had the wind knocked out of him, he pops back up with his buddies' care and the unit may finish the turn without a penalty of any sort.

Rear Areas or CASEVAC Areas at which casualties may be turned over are defined by the scenario or a pertinent Fog of War card.

Example 1: A RAR fireteam is fired on by foreign fighters. The attack causes two casualties. They pass their Morale Check and return fire, pinning their attackers. At the beginning of the following turn, the RAR fireteams make First Aid Checks on their fallen buddies. One D6 is rolled for each downed soldier. A 1 and a 6 are rolled.

The roll of 1 indicates that the figure is dead. The RAR fireteam must pass a Quality Check or it can do nothing but react for the duration of the turn. The check is successful, so the unit may act normally in this turn.

The roll of 6 indicates that the figure was only winded or stunned and returns to the fight immediately.

Example 2: An American fireteam is caught in the blast of an IED and one of their number is injured. On the following turn, a D6 is rolled on the First Aid table – a 3 is rolled.

The 3 indicates that the downed man has received a Serious Wound. Since his unit is busy giving him life-saving aid, they may only react this turn. The unit will suffer the Casualty penalty until the wounded man is escorted to a rear area or a CASEVAC area designated by the scenario or a Fog of War Card.

Example 3: A squad of Iraqi regulars is struck by American sniper fire. One of their men drops to the ground, bleeding. On the following turn, a D6 is rolled on the First Aid table – a 4 is rolled.

The 4 indicates that the fallen man has received a Light Wound. His squad may take its turn normally and he may continue to fight alongside them, adding to their Firepower like any other figure. The unit will suffer the Casualty penalty until the wounded man is escorted to a rear area or a CASEVAC area designated by the scenario or a Fog of War card.

Advanced First Aid

Units with access to advanced first aid follow the same rules above, but use the Advanced First Aid Table. Units qualify for Advanced First Aid rolls if they are special operations units (in which most members are given advanced life-saving training) or their wounded are being treated by an actual medic.

Calling a Medic

Units who are making a First Aid Check for casualties at the start of a turn may call for a medic to treat them if

DESIGNERS' NOTE: WHY ARE MY GUYS BOTHERED MORE BY A WOUNDED COMRADE THAN ONE THAT'S DEAD?

Units with a severely wounded member suffer the Casualty Penalty, but those with a KIA don't – so what's up with that? Our answer is a subjective one – based on our reading of first person accounts (and the input of a few folks who've "been there"), it seemed to us that most soldiers suffer an immediate shock at the loss of one of their comrades. Some are able to shake it off more quickly than others (hence

our TQ Check to avoid being immobilized a turn), but almost all describe putting the awful reality out of their mind to deal with after the fighting was over. The same accounts present an entirely different view of wounded comrades, though. Soldiers are tremendously concerned about taking care of their own and go to great lengths to keep their wounded safe.

ADVANCED FIRST AID TABLE

Roll 1D6:

- | | |
|--|---|
| <p>1 Dead. Unit may act as normal if it passes a TQ Check. If not, it may only react fire to fire this turn, but may act normally next turn.</p> <p>2 Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.</p> | <p>3,4 Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.</p> <p>5,6 OK, gets back up! Unit may take turn as normal.</p> |
|--|---|

a medic figure is within Rapid Movement distance. The medic is immediately moved to the unit with casualties (even if the medic has already moved during the turn) and a First Aid Check is taken as usual.

Units with medics attached automatically benefit from his presence.

A medic may only treat the wounded of ONE unit per turn.

CASUALTY EVACUATION (CASEVAC)

If a force has CASEVAC assets available (medevac choppers, ambulances, an on-table aid station, etc.), then a unit may hand off its Casualties (and the associated penalties) by moving into contact with the CASEVAC asset. Wounded are assumed to be passed over for treatment, freeing the unit up to move without transporting their casualties.

Units can also detach healthy figures to escort seriously wounded figures to the rear or to a CASEVAC location. One healthy figure must be detached for each serious casualty. The figures must move to their home edge of the table or a scenario identified CASEVAC area and then move back to its unit.

Walking wounded (Light Wound on the First Aid Table) can be removed immediately and are assumed to have made their way to safety on their own. Lightly wounded figures may also elect to stay with their unit, trading an extra die of firepower for the Casualty Penalty.

Some scenarios will also indicate rear areas or casualty collection points on the table at which units may relieve themselves of their casualties and lose the Casualty penalty. In scenarios permitting CASEVAC choppers to pick up casualties, the CASEVAC aircraft must be



requested by a TAC (or unit leader) in the same manner as an airstrike. See **Conducting an Air Strike**, pg. 100.

ABANDONING CASUALTIES

Units may, as a last resort, abandon their casualties. This action goes against the strong bond formed between men-at-arms and seriously shakes a unit's confidence.

A unit that abandons casualties is no longer subject to the Casualty penalty, but it suffers severe consequences that may outweigh this short-term gain: The unit's Troop Quality and Morale are both reduced by one die type. If this reduction takes either value below D6, the unit is no longer combat effective and is removed from play.

Abandoned casualties may fall into enemy hands at the end of the scenario. Roll 1D6 for each abandoned casualty. On a roll of 4+, the casualty becomes a POW (omit this roll if you are playing a campaign game – the campaign rules cover the chances of abandoned casualties being captured).

DEPENDENTS

Units that are escorting POWs, VIPs, or other non-combatants are considered to have Dependents. The special rules for some scenarios may dictate other circumstances under which a unit may acquire or dispose of Dependents.

Dependents are non-combatants that have become attached to a unit through one means or another. Dependents have the unfortunate effect of degrading a unit's combat effectiveness and mobility.

THE DEPENDENT PENALTY

Units with Dependents lose one die of Firepower and may not use Rapid Movement.

Figures representing the Dependents should be added to the unit escorting them. This allows the figures to be captured (or re-captured) by the opposition.

DISPOSING OF DEPENDENTS

Scenarios will indicate how and where units may drop off dependents without penalty.

Units may release any POWs in their custody at any time without adverse effect (other than any victory points they might lose).

Abandoning dependents who require their protection (such as rescued hostages, fleeing civilians, etc.) has the same effect as abandoning casualties.

FIRE AT UNITS WITH CASUALTIES AND/OR DEPENDENTS

If a unit with Dependents or Casualties is fired upon, it makes its Defense roll as normal. Note that seriously wounded and Dependent figures do not contribute a defense die – in other words, Casualties and Dependents do not add dice to the unit's Defense (figures with Light Wounds are considered to be combat effective). If the unit rolls more failures (scores of 3 or less on their Defense dice) than successes *and* it is determined that they have suffered casualties, then one (1) of the casualties must be counted against a Dependent or pre-existing Casualty.

HH-60L MEDEVAC HELICOPTER, IRAQ, 2003



Casualties are only subject to the most serious injury result they've received thus far. A casualty that was determined to have Serious Wounds in earlier play would not suffer any additional effects if they received an additional Light or Serious Wound later in the game. If the unit received a KIA result, however, it would be KIA.

Example: A Marine fireteam is escorting two wounded contractors to safety when it is fired upon by Mahdi Militiamen. The Marine player rolls 4D8 for Defense and scores a 1, 2, 3, and 4. The Irregulars player rolls 4D6 for Firepower and scores a 2, 3, 5, and 6.

The Marine player allocates his Defense dice and determines that the unit will suffer 2 casualties. Since more than half of the Marine players Defense dice were failure rolls (with scores less than 4), one (and only one) of those two casualties must be a Dependent. One of the contractors is hit and a First Aid Check must be made to determine his fate.

CLOSE ASSAULTS AGAINST UNITS WITH CASUALTIES AND/OR DEPENDENTS

If a unit with Dependents and/or Casualties launches or receives a Close Assault, the Dependents and Seriously

Wounded figures are not counted as combatants. If a unit with Dependents or Casualties is wiped out or captured as the result of a Close Assault, the unit that defeated it takes custody of its Dependents/Casualties and is subject to the usual Dependent penalties – it is *not* subject to the Casualty penalty unless the casualties it has captured are friendlies.

MORALE

Even the most highly motivated units have their limits – a unit that has been badly mauled will often take a moment to reflect on cost vs. gain. In *Force on Force*, these moments of battlefield introspection are referred to as Morale Checks.

MORALE CHECKS

Troops take Morale Checks under different circumstances. In general, Irregular troops are more brittle and thus take more checks during the course of a game, as described in the section on Mixed Force engagements.

MORALE CHECK POINTS

All Troops:

- Each time a Unit takes casualties
- Each time a Unit is fired upon by a weapon with an unmodified Firepower of 4D+
- Each time an IED is detonated within 10"
- Each time a unit is subjected to an artillery salvo or air-strike
- Each time fire from their unit injures/kills a civilian or non-combatant

Confident Troops:

- Each time a unit is fired on by Support Weapon or Vehicle Mounted Weapon with an unmodified Firepower of 3D+

Low Confidence Troops:

- Each time a Unit is fired on



A unit's Confidence Level also affects when it takes Morale Checks. A high confidence unit might shrug off things that may be the final straw for a low confidence unit.

When a unit is called upon to make a Morale Check, it must roll a Morale Die for each combat effective figure in the unit and consult the appropriate Morale Effects rules to determine the Morale Check's results.

Morale Checks are taken immediately as they are incurred. If multiple instances of the same type of Morale Check points occur at once, only one Morale Check is made for all of them.

Example 1: *A fireteam with low confidence is fired at by an opposing fireteam armed with Small Arms. The low confidence fireteam immediately takes a Morale Check, which it passes. The Firepower attack is resolved and the unit takes a casualty, incurring another Morale Check, which it also passes.*

Example 2: *A fireteam with normal confidence is crossing a street when they are fired upon by a heavy machinegun (a support weapon with a Firepower of 3D or higher). The unit immediately takes a Morale Check and is Pinned. Now the actual fire is resolved and the unit takes a casualty, indicating another Morale Check. The unlucky unit receives another Pinned result and is forced to Pull Back.*

Example 3: *A fireteam with normal confidence is fired upon by an enemy unit and takes three casualties. Only one Morale Check is taken by the unit with casualties.*

MAKING A MORALE CHECK

If a unit has been forced to make a Morale Check, roll a Morale Die for each combat effective figure in the unit. All rolls of 4+ are counted as Successes and all rolls less than 4 are counted as Failures. Total the number of successes and failures and consult the appropriate rules below for effects on Regular units.

See the **Asymmetric Operations** rules, pg. 112, for Irregular morale effects.

Morale Effects

Units will respond in one of three ways to Morale Checks. They will either **Stand**, be **Pinned**, or **Pull Back**.

Stand Result: If a unit makes a Morale Check and the number of Successes (4+) is **greater** than the number of Failures, the unit's morale **Stands** and it suffers no adverse effects.

Pinned Result: If a unit makes a Morale Check and the number of Failures is **equal to or greater** than the number of Successes, the unit is **Pinned**.

Pull Back Result: If a Pinned unit is "Pinned" again, it must **Pull Back** to a new covered position further from the enemy.

Explanation of Morale Effects

- **Stand:** Units that Stand have passed their Morale Check and suffer no negative effects.
- **Pinned:** Even the most well-trained and highly motivated unit of soldiers will take pause when suddenly reminded of their mortality in the face of enemy fire or faced with moral predicaments that take them "out of the zone." This (usually) temporary drop in motivation is referred to as being **Pinned**.

Pinned units must move to cover if they have any movement left. They may not move towards the enemy while seeking cover.

A pinned unit that cannot move to cover without moving towards the enemy may attempt to get **In Cover**.

Pinned units may fire at enemy units during their normal activation or interrupt an enemy movement with fire. However, pinned units suffer a -1 Negative Die Shift to their Troop Quality.

DESIGNERS' NOTE: IF I'M PINNED, WHY IS MY DEFENSE LOWERED?

Players sometimes ask why their Defense suffers a negative die shift when pinned. They see the logic of the Firepower die shift (it's hard to shoot accurately when you're keeping your head down), but why the Defense die shift? If you're hunkering down behind cover, shouldn't your Defense be *better*?

The answer is that more than cover is required

to provide an effective defense. Units that are Pinned are so busy scrambling for cover that they may be unable to oppose the enemy with an effective volume of accurate fire. This allows the enemy to increase their own volume of fire, take more accurate shots, and maneuver more safely and effectively. Clearly none of these things can be good for a unit's defense!

Troops reduced below D6 by being pinned may not fire *at all* until they become un-pinned.

The Morale Dice of pinned units are unaffected.

Pinned units become "un-pinned" at the end of the turn in which they were Pinned.

- **Pull Back:** Units that have been Pinned are forced to Pull-Back if they are Pinned a second time in the same turn. A unit that is forced to Pull-Back will immediately move *away* from the last enemy unit that fired at it and take up a covered position to re-group. It can move up to 6" to find cover (regardless of how far it has already moved), but must move into the

nearest covered position that does not require movement towards enemy units.

Units that are forced to Pull Back must spend their *next* turn regrouping. Regrouping units can return fire in a round of fire, but may not initiate a round of fire or go on Overwatch. Nor may they move. At the end of the turn they are re-grouped and may move as desired on the following turn.

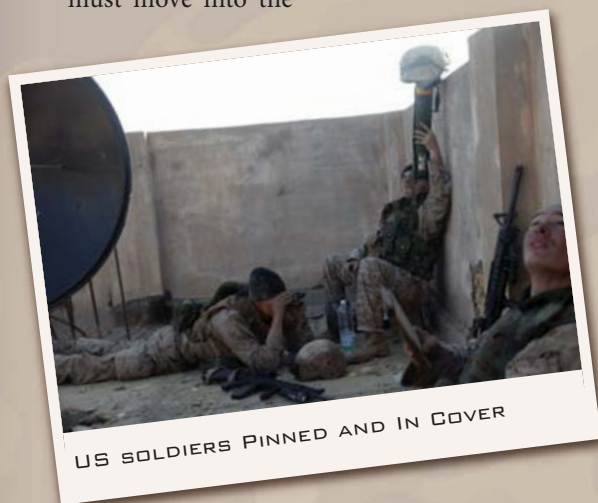
A unit that is regrouping following a Pull Back will treat all failed Morale results as another Pull Back.

TERRAIN EFFECTS

The terrain on the gaming table, and the players' use of it, will have a marked impact on the results of any *Force on Force* game.

Many games have extensive rules defining the effects of all terrain features on movement, fire, and line of sight, subtracting so much movement for climbing a hill or crossing a fence and applying umpteen modifiers to fire at units in this or that type of woods. *Force on Force* takes a slightly different approach.

One of the underlying philosophies of *Force on Force* is the assumption that the gaming table is an abstract rather than exact representation of a battlefield. A flat,



US SOLDIERS PINNED AND IN COVER

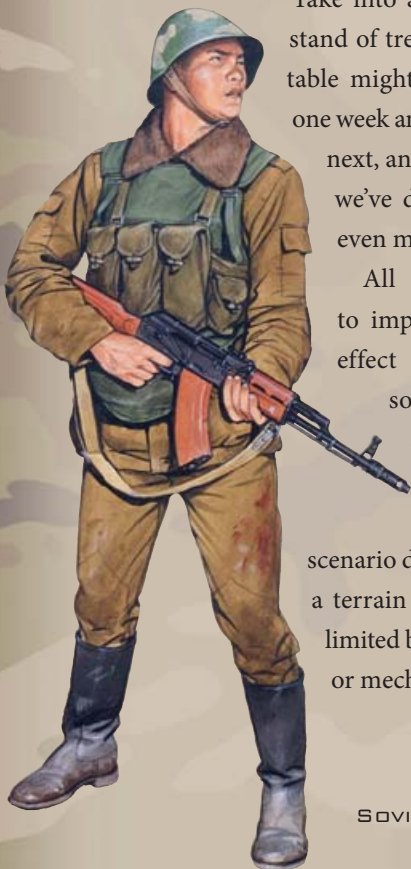
open field on the gaming table may appear to offer no cover or concealment to an infantry unit crossing it, but in reality such a field would be likely to have variations of elevation and vegetation that could provide cover or concealment for a unit going to ground in it. These variations are too small for us to model on the gaming table, so we must assume they are there whether we can see them or not.

In the other extreme, terrain that looks completely impassable on the table might offer routes of passage in reality. A hill's vertical face might look impossible to traverse on the table, but the life-sized hill the terrain piece represents might have game trails crisscrossing its front or an abundance of easily ascended hand and foot-holds pocking its face.

Take into account the fact that a stand of trees used on the gaming table might represent an orchard one week and impassable tangle the next, and the abstract approach we've described above makes even more sense!

All of this is not meant to imply that terrain has no effect other than giving us something pretty to look at while playing a game.

It simply means that we prefer to let the scenario dictate the true nature of a terrain feature rather than be limited by a one-size-fits-all rule or mechanic.



SOVIET MOTOR RIFLEMAN,
AFGHANISTAN, 1986

The following sections describe some common sense effects for the most common types of terrain – these effects may be modified or negated by scenario notes, however, and are only meant as guidelines.

BUILDINGS AND STRUCTURES

Artificial structures, such as houses, shops, and factories, are some of the most commonly found terrain features on a *Force on Force* game table. Like any other piece of terrain, a building on the tabletop is assumed to be much more complex than the model representing it. As a result, we place no significance on the number of doors or windows depicted on the model. After all, a building may have combat damage not represented on the model – holes blasted in its walls from previous engagements may provide gaps to shoot from or breaches that allow entry. As a result, the following rules apply to buildings unless otherwise noted in a scenario brief:

Buildings may be entered from any side, regardless of the presence of doors or windows.

Units within a building have a 360° LOS and firing arc.

We recommend that units be placed on top of a building to indicate they occupy it. We also recommend that the number of figures that will fit atop a building be



A SNIPER TEAM WITH SECURITY OPERATING
FROM THE COVER OF A BUILDING

used as a rule of thumb for how many figures may usefully occupy it. Common sense must prevail for buildings that are three or four stories tall, of course.

Figures within a building may move from one story to another at will without expending movement to do so.

Units that move into a building may immediately set up a defensive position based on the 2" unit cohesion for units in a defensible position.

Units may only use Tactical Movement on turns in which they move through, into, or out of a building.

FIRING AT UNITS IN A BUILDING

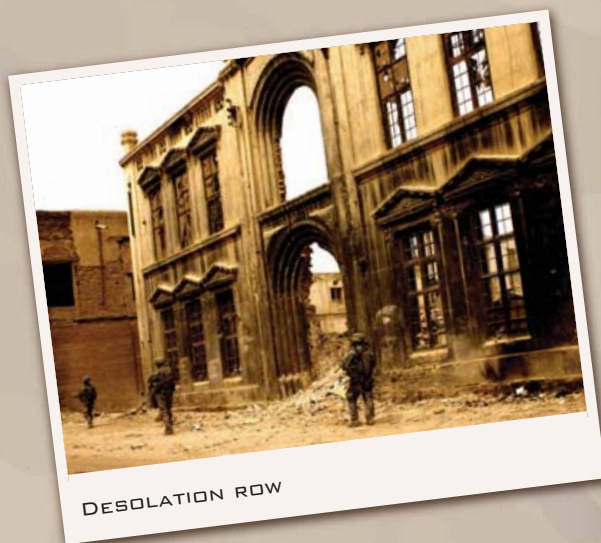
When firing at a building containing multiple units, the Defense of those units is pooled as if they were a single unit. Any casualties received are randomly distributed between all units in the building.

DESTROYING BUILDINGS

Some scenarios may call for one side or the other to destroy a building to gain victory points or a player may decide that some troublesome enemy stronghold simply has to go. Any time infantry inside a building are engaged by weapons with powerful blast effects the building itself is targeted and may be destroyed.

Any time a building is fired at by a weapon with an unmodified Firepower of 4D or higher, a check should be made to determine if the building is destroyed.

Additionally, any time infantry within a building are engaged by a weapon with an unmodified Firepower of 4D or higher, the building itself will be targeted rather than the infantry within. A Building Destruction Test will be made to see if the building is dropped on the infantry sheltering inside. Even if the building remains standing, the infantry inside it are likely to take casualties from the attack's blast effects.



Building Destruction Tests

Only explosive weapons (or weapons that produce explosive effects) are destructive enough to reduce even the weakest of buildings to rubble. Buildings may only be destroyed by grenade launchers, shoulder launched missiles, demolition charges, main tank guns and other cannons, artillery, or aerial bombs and missiles.

To perform a Building Destruction Test, the player attempting to destroy the building rolls the Firepower dice for the weapon he is using against the building and his opponent rolls the number and type of dice for the building type in the Building Strength Table. Note that scenarios can grant buildings strength ratings higher or lower than the ratings listed in the table.

Both players discard any dice with a score lower than 4.

If more Firepower dice are left than Building Strength dice, the building collapses into rubble. If not, the building remains standing but will throw one less Structural Strength die the next time it takes a Building Destruction Test.

Whether a building is destroyed or not, units inside are likely to take casualties from the attack. If the building is destroyed, any unit within is struck with a Firepower equal to that of the weapon used in the

destruction attempt with a +1 Firepower bonus. If the building survives the destruction test, any unit within is struck with a Firepower equal to that of the weapon used in the destruction attempt with a -1 Firepower die penalty. The unit may claim all applicable cover bonuses against either attack.

Example: An enemy HMG team positioned in a hastily fortified office building is giving Red Player's advancing infantry a hard time. Red decides try to reduce the building to rubble with the help of two main battle tanks.

The target building is an Average Building (6D8) that has been fortified (+1D, for 7D8).

The MBTs' main guns have a Firepower of 5D8 + 1D for a 120mm gun using advanced munitions, so they attack the building with a Firepower of 6D8 each.

The first MBT fires and rolls its 6D8, coming up with 4 dice with scores of 4 or better. The non-initiative unit rolls 7D8 and has 5 dice with scores of 4 or better. The building doesn't fall, but the HMG unit inside is still struck with a 5D8 (6D8 – 1 die penalty described above). Miraculously, it takes no casualties.

In its activation, the second MBT fires at the building and comes up with 6 dice with scores of 4 or better. The defender again rolls 6D8 (reduced from 7D8, as this is the second destruction test against this building and it is weakened) but isn't as lucky this time, only garnering 4 dice with scores of 4 or higher. The building collapses into rubble and the infantry unit inside is attacked with a Firepower of 7D8 (6D8 +1 Firepower die bonus for the collapsing building). None of the HMG team survives!

BREACHING BUILDINGS

Some scenarios may indicate that certain buildings must be breached to enter or a unit may decide it wants to blast its way into an occupied building in a shock and awe attack.

There are two techniques used to breach a building: Breaching with charges and stand-off breaching. Both methods are described in the rule sections that follow.

Breaching with Charges

To Breach into a building or through a wall using explosive charges, a unit must have at least one figure in

BUILDING STRENGTH TABLE

BUILDING TYPE	BUILDING STRENGTH DICE
Shoddy or Partially Ruined Buildings*	3D6
Average Building (Normal houses or shops)*	6D8
Strong Buildings (Government or military Buildings)*	9D8
Light Military Fortifications (Sandbag reinforced structures)	3D8
Medium Military Fortifications (Small concrete bunkers, reinforced military buildings, etc.)	6D10
Major Military Fortifications (Bomb proof structures, such as fortified aircraft hangers, major C3 centers, etc.)	10D10
* Add 1D if building has been "fortified" with sandbags, rubble, etc.	

BREACHING TESTS

Make a Troop Quality Check for the breaching unit. Success indicates the unit may enter the building immediately. Failure indicates the unit must remain where it is for the rest of the turn. It may make further attempts to breach on following turns.

Modifications to the Troop Quality Die Roll:

Unit Has Breaching Gear: +1

Unit Specializes in Breach Entry (SAS, Delta, etc.): +1

Building is fortified civilian structure: -1

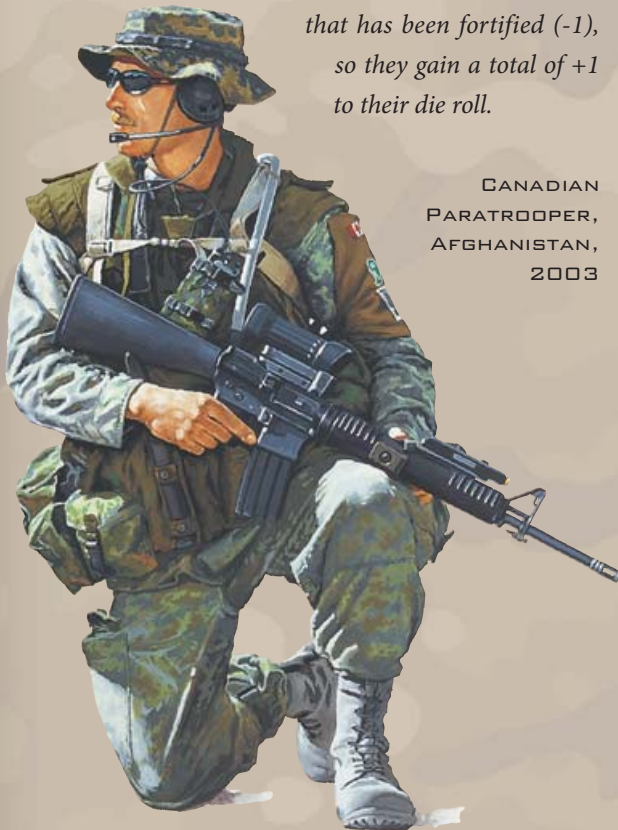
Building is fortified military structure: -2

contact with the building. Once in contact, the unit may make a Breach Test. To successfully Breach a building or wall, the breaching unit must make a Troop Quality Check. A successful Troop Quality Check indicates that the unit may enter the building through their newly established breach. Failure means the unit must remain where it is for the rest of the turn.

The Breach Test roll may be modified by factors such as use of specialized tools or the building's strength.

Example: A Delta team needs to breach through the back wall of a building occupied by terrorists in order to catch them by surprise before they can detonate a nearby HBIED.

The unit must make a Troop Quality Check to successfully breach the wall. Their Troop Quality is Veteran, so they'll be rolling a D10. They have Breaching Gear (+1), specialize in breaching operations (+1), but the building is a civilian structure that has been fortified (-1), so they gain a total of +1 to their die roll.



CANADIAN
PARATROOPER,
AFGHANISTAN,
2003

The Delta team rolls a D10 and scores a 3. Normally this would be a failure, but the +1 to their die roll raised the score to a 4 – good enough to pass the Troop Quality Check and breach the wall. The Delta team rushes in and takes the stunned terrorists by surprise!

Stand-Off Breaching

“Stand-off breaches” use fire from a heavy weapon at a distance to open a breach in a wall or building rather than relying on hand-placed breaching charges. Only very powerful weapons such as tank guns or shoulder fired rockets are capable of opening a stand-off breach.

The breaching player rolls the Firepower dice for the weapon he is using against the building and his opponent rolls the dice indicated in the Building Strength table with a -1 die penalty (this is to reflect that it is easier to blow a hole in a building than to flatten it entirely).

Both players discard any dice with a score lower than 4.

If more Firepower dice are left than Structural Strength dice, a breach has been opened and the breaching player's units may now enter the building. If less Firepower dice are left than Structural Strength dice are left, the breaching attempt failed.

Whether a building is breached or not, units inside are likely to take casualties from the attack. If the building is breached, any unit within is struck with a Firepower equal to that of the weapon used in the destruction attempt with a +1 Firepower bonus. If the building is not breached, any unit within is struck with a Firepower equal to that of the weapon used in the destruction attempt with a -1 Firepower die penalty. The unit may claim all applicable cover bonuses against either attack.

Breaching Into a Hostile Building

If a unit successfully breaches into a building containing a hostile unit, Close Combat is immediately initiated

between the two units. Close Combat is resolved as normal, with the following modifications:

The breaching unit is not required to pass a Troop Quality Check to engage in Close Combat.

The defending unit may not flee. If it is able to lay down final defensive fire, resolve as normal but subtract TWO dice from the defending unit's Firepower and add TWO dice to the breaching unit's Defense to reflect the shock and surprise of a Breach attack. If the breaching unit is specially equipped for breaching operations or has flash-bang grenades, add THREE dice to the breaching unit's Defense.

Example: *The Delta team from the previous example breaches into a terrorist occupied building and close assaults the occupants. Because they breached in, the Delta team is not required to make Troop Quality Check to close with the terrorists.*

The terrorists make a Troop Quality Check to see if they can run away or fire defensively, per the CLOSE ASSAULT rules. They pass their test and would like to run, but are unable to (smoke, dust, and the concussion of the breaching charge have left them disoriented and stunned). They raise their weapons and fire at the figures surging at them through

the smoke and debris. Normally they would have a Firepower of 6D8 (there are six terrorists with a Troop Quality of Trained armed with small arms), but the shock of the breaching charge have left them so shaken that they suffer a -2 die Firepower penalty, reducing their Firepower to 4D8.

WATER OBSTACLES

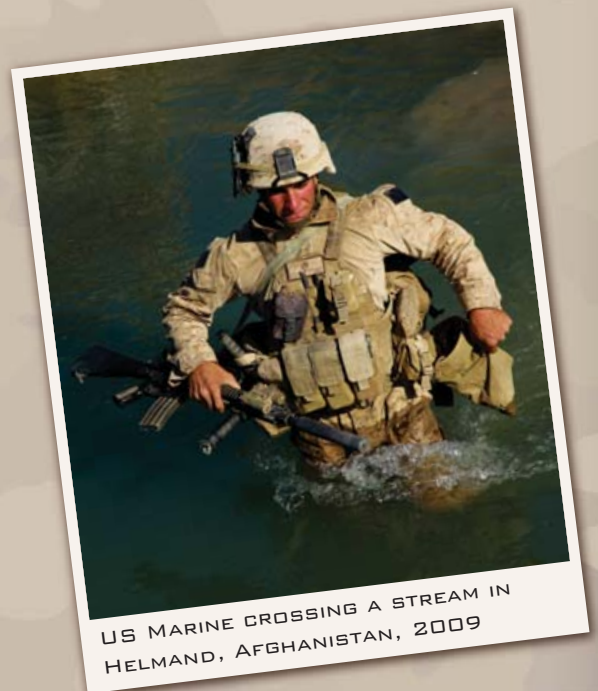
Rivers, streams, lakes, and ponds may or may not be impassable terrain. The scenario should dictate whether rivers water obstacles are shallow enough to be crossed on foot or by vehicles. Any fords should be identified and it should be noted whether they are passable by infantry, vehicles, or both.

Infantry units and vehicles may only use Tactical Movement on a turn in which they cross a water obstacle.

Vehicles that are capable of swimming may cross water obstacles that do not have fords, but must start their turn at the edge of the obstacle and may only use Tactical speed for the turn.



USMC M1A1 BREACHING A WALL IN FALLUJAH, IRAQ, 2004



US MARINE CROSSING A STREAM IN HELMAND, AFGHANISTAN, 2009

Infantry units that are trained to cross water obstacles by swimming (such units are identified by the scenario) may cross in the same manner as vehicles above. Additionally, they must pass a Troop Quality Check to cross the obstacle without incident. If the unit fails its Troop Quality Check, it suffers a 4D8 attack and may claim no Defense modifiers (no cover, body armor, etc.). Casualties are determined on the opposite shore of the water obstacle. Fatalities are assumed to have drowned while seriously wounded figures sustained some sort of injury in the crossing.

VERTICAL OBSTACLES

Steep hills, cliffs, escarpments, ravines and other vertical obstacles may be impassable terrain if identified as such by the scenario. Some vertical barriers may be impassable to vehicles, but not infantry. If not

impassable, such terrain may be crossed by infantry or vehicles using Tactical Speed. The scenario will identify any vertical obstacles that impair or prevent movement.

Some units are trained and equipped to scale vertical obstacles. Such units are identified by the scenario. Units scaling a cliff or other vertical surface must begin their turn at the edge of the obstacle and may only use Tactical Movement for the turn. They must also pass a Troop Quality Check to determine if the ascent was accomplished without mishap. If the Check is passed, the unit arrives at the top (or bottom) of the obstacle unharmed. If the Check is failed, the unit takes a 4D8 attack and may claim no Defense modifiers. Casualties are checked at the end of the climb. Fatalities are assumed to have fallen to their deaths, while seriously wounded troops are assumed to have suffered climbing injuries.

FORESTS AND WOODS

Forests, groves, stands of trees, tall grasses and dense undergrowth can impede both movement and line of sight. They may also provide cover for units sheltering within.

Woods generally fall into one of three categories: Dense, Average, and Light, plus a special category of Heavy Foliage Cover.

Dense Woods are impassable to most vehicles. They block LOS past 1" from their edge. Troops within Dense Woods can only see half their Optimum Range to target enemy units inside the terrain with them.

Infantry units may only use Tactical Movement through Dense Woods and may claim the benefit of Solid Cover.

Heavy Foliage Cover can take the form of dense jungle undergrowth, thickets of heavy, tangled brush, or even expanses of tall, trackless grassland. Heavy foliage cover blocks line of sight. Non-indigenous troops may only use Tactical Movement when moving



US MARINE SCALES A CLIFF IN HIT, IRAQ,
2008



DDR TROOPS MOVE THROUGH WOODED TERRAIN, GERMANY, 1980s (ELHEIM MINIATURES)

through or in terrain designated as 'Heavy Foliage Cover'. Certain troop types, such as special forces units or indigenous guerrillas may have this restriction removed as dictated by the scenario. This allows guerrillas and certain specialized forces an advantage over regular troops in this challenging terrain.

Troops inside a 'Heavy Foliage Cover' terrain feature cannot be seen unless they are at the edge of the terrain feature and cannot be spotted by units who are not within Optimum Range. Units in Heavy Foliage also have no line of sight out of it unless on the edge of the terrain feature. This allows troops to hide in dense jungle terrain but requires them to be on the edge of a terrain feature in order to fire at enemy forces.

Troops in a 'Heavy Foliage' terrain feature may see half their Optimum Range through the terrain to target enemy units inside the terrain with them.

Common sense must be applied when considering vehicle movement through heavy foliage. Dense jungle undergrowth will generally be impassable to vehicles, while thick fields of "elephant grass" won't impede them at all. If not described by the scenario, players should agree on the effect of heavy foliage on vehicles prior to the game.

Average Woods are passable by vehicles, but they may only move at Tactical Speed. Infantry movement is not hindered by Average Woods. Average Woods block LOS past 3" from their edge. Visibility within an Average Wood is also limited to the unit's Optimum Range. Infantry inside an Average wood may claim the benefit of Solid Cover.

Light Woods are little more than decorative clumps of trees and thin underbrush. They do not block LOS or impede infantry or vehicle movement. Light Woods provide no special cover benefits.

ARTILLERY AND WOODS

Artillery fire into wooded areas adds a storm of wooden splinters to the usual hail of shrapnel. Artillery salvos striking units in Average or Dense Woods receive a bonus Firepower die.

EXTREMELY ROUGH GROUND

Extremely rough ground, such as boulder fields, extremely cratered areas, or areas choked with thick, resilient plant-life, or even terrain strewn with lava pools might be encountered in a game. Obviously, such terrain can prove to be tough going for both infantry and vehicles, but the sheer number of possibilities makes it rather difficult to come up with a single cut and dried solution for all extreme terrain. The effects of such terrain should be determined on an individual basis, generally in a scenario brief. The following guidelines might prove helpful, though:

Rough ground, sharp shards of rock, and entangling vines and plant stalks/trunks, are bad news for wheeled and tracked vehicles, which may only move through such terrain at Tactical speed.

Infantry may pass through such terrain without penalty in some cases, but must limit themselves to Tactical movements in others. If not dictated by the scenario,



US MARINE NEGOTIATES ROUGH GROUND IN
HELMAND, AFGHANISTAN, 2009

players should agree on the effects of rough ground on infantry movement at the beginning of the game.

HIDDEN UNITS

Units who begin play placed in buildings, woods, ditches, behind walls, or in other terrain likely to allow for it, may be declared Hidden by their player. Hidden units may not be fired upon until they are detected.

SPOTTING HIDDEN UNITS

Units within line of sight and Optimum Range (based on their Troop Quality) of a hidden unit may attempt to spot it. Both units involved must make an opposed Troop Quality test.

If the spotting unit fails to roll a 4+, or if it rolls a 4+ but its roll is also equal to or less than the hidden unit's roll, the Spotting Check fails and the spotting unit may not engage the hidden unit.

If the spotting unit rolls a 4+ *and* higher than the hidden unit's die, it has spotted the hidden unit and may engage it normally.

A hidden unit that has been spotted by another unit remains "spotted" by that unit until it moves completely out of sight.

GOING INTO HIDING

Units may also go into hiding after the game has begun. To go into hiding, a unit must be out of LOS of any opposing units and make a successful Troop Quality Check.

Stealthy units may automatically go into hiding if there are no opposing units in LOS.

Vehicles and guns can only be hidden at the beginning of the game, they may not go into hiding once the game begins.

UAVS AND HIDDEN UNITS

Some scenarios allow one or both players the use of an Unmanned Aerial Vehicle or UAV. A UAV may also be drawn as a Fog of War card.

Most UAVs are unarmed, but are still a powerful asset. If a UAV is present over the battlefield, the opposing player's units may not use **Out of Contact Movement**.

Additionally, the player owning the UAV may make a Detection Check for all of his opponent's hidden units at the beginning of each turn and opposing units roll as if they were one Troop Quality lower when attempting to hide, i.e., a D8 Troop Quality would roll as if they D6 Troop Quality if their opponent had a UAV in the area.

An armed UAV has the same effect, but has some limited offensive power as described on its Fog of War card.

SPOTTING MODIFIERS FOR HIDDEN UNITS

(Modifiers are cumulative)

- 1 if Detecting Unit Moved Rapidly this turn
- 1 if Detecting Unit is a Buttoned Up AFV
- 1 if Hidden unit is Stealthy or Elusive
- 1 if Hidden Unit's Position is Camouflaged (Dictated by Scenario)
- +1 if Detecting Unit is a Stealthy Unit
- +1 if Hidden Unit is a Vehicle or Gun
- +1 if Detecting Unit has Advanced Sensors/Optics

ACTIONS AND REACTIONS

Combat in *Force on Force* is very dynamic. Players will rarely if ever find themselves sitting around eating popcorn and waiting for their next chance to get involved in the game. The force with initiative will enact their plans of attack, while their opponent will actively attempt to thwart them. Players must adjust to a shifting pattern of actions and reactions.



US SOLDIER DEPLOYS AN RQ-11 RAVEN UAV, IRAQ, 2009

In game terms, the ebb and flow of combat during a turn is represented by **Actions** and **Reactions**. In the most basic terms, the force with initiative performs Actions and his opponent Reacts to them.

INITIATIVE AND NON-INITIATIVE UNITS

Units belonging to the force with initiative are referred to as “initiative units.” Units belonging to the force without initiative are called “non-initiative units.”

“In war the will is directed at an animate object that reacts.”

Carl von Clausewitz, *On War*

ACTIONS

When an initiative unit is activated, it must announce what Actions it will take and in what order. It may move, fire, move and fire, fire and move, go on Overwatch, etc.

Some actions may be taken in conjunction with others in a turn, such as Move and Fire/Fire and Move. Others, such as Request Air Support, have limitations which are described in the appropriate rules section.

If movement is taken as part of a unit's action, the controlling player must indicate where it will move and what its path of movement will be.

REACTIONS

While the force with initiative sets the pace of the turn, opposition units are unlikely to sit idly by and allow them to maneuver and fire with impunity. They will take actions to counter the enemy's plan as it unfolds by moving to avoid contact or laying down defensive fire.

ACTIONS

- Move
- Fire
- Move & Fire
- Fire & Move
- Go On Overwatch*
- Request Air Support*
- Request Artillery *
- Hide*

- Spot Hidden Units*
- Spot Hidden Units & Fire at Them
- Place Breaching Charge
- Close Assault Infantry
- Close Assault Vehicle

*Units may not React to Actions marked with an asterisk.

When the player with initiative announces that he is activating a unit to move and/or fire within line of sight of opposing units, those units may choose to **React** with fire or movement of their own. These **Reactions** may result in an exchange of fire (called a **Round of Fire**) or a frenzied rush for cover.

If a unit chooses not to React, it can only roll its normal Defense against an enemy unit's attack – it may not return fire or move to safety. Units may choose this option in order to avoid the movement and fire penalties associated with Reactions (or to fulfill a scenario's victory condition), but the choice is a risky one.

As an initiative unit is activated and declares where it intends to move and at what units (if any) it intends to fire on, the non-initiative player must declare which of his units React. This Reaction declaration must indicate what Reaction each unit is taking. If non-initiative units are engaging moving initiative units with fire, they must announce at what point in that unit's movement it will occur.

Example: *Red force, with initiative, announces that he's going to activate a tank and move it around the corner of a building. This move is in line of sight of a Blue Force AT team and will bring the tank into line of sight of a Blue Force infantry unit on the other side of the building.*

Blue force announces that he's going to React by having his AT team fire at the Red Force tank as it comes side-on to the team and that his infantry unit is going to attempt to move to a position where the tank won't be able to see it when it rounds the corner).

REACTIONS

- Move
- Fire
- Spot Hidden Units & Fire at Them
- Request Air Support*
- Request Artillery*
- Close Assault Infantry
- Close Assault Vehicle

*Overwatch Units may not React to Reactions marked with an asterisk.

REACTION MOVEMENT

Non-initiative units may choose to React to the activation of an initiative unit within their Line of Sight by moving. They may make a Tactical or Rapid move, as desired. A Reaction Test must be made to see if the Reaction move occurs before the initiative unit can

perform its declared actions (See **Reaction Tests**, pg. 67).

A non-initiative unit can avoid being fired at if its Reaction movement takes it out of the firing unit's line of sight.

A unit may only make one Reaction move per turn.

Reaction movement may result in the target unit taking fire if it loses the Reaction Test or is unable to get out of the firing unit's LOS. Units making a Reaction move can also be fired at by enemy units on Overwatch.

Example 1: Non-Initiative Unit Wins Reaction Test

A player fielding a Taliban force has initiative. He activates one of his machine gun teams and declares that it is going to fire at an SAS fireteam in a nearby courtyard. The SAS player announces that the fireteam is going to React by trying to move out of LOS. A Reaction Test is made, which the SAS player wins. He is able to move his fireteam into a position that is out of the Taliban MG team's LOS, so it is unable to engage them with fire.

Example 2: Initiative Unit Wins Reaction Test

As above, but this time the SAS team loses the Reaction Test. The Taliban MG team fires resolves a Firepower attack against the SAS fireteam. Any SAS fireteam members who are capable of movement after the attack may then move.

REACTION FIRE

Non-initiative units may choose to React to the actions of an initiative unit within their Line of Sight by engaging it in a round of normal or Suppression fire. As with Reaction movement, a Reaction Test must be made to see if the Reaction fire occurs before or after the initiative unit's declared action (See **Reaction Tests**, pg. 68).

If the non-initiative unit wins the Reaction Test, the Round of Fire will be resolved before the initiative unit performs its declared actions. If that action is to return fire, the non-initiative unit will fire first in the Round of Fire.

If the initiative unit wins the Reaction Test, the initiative unit will fire first in the round of fire.

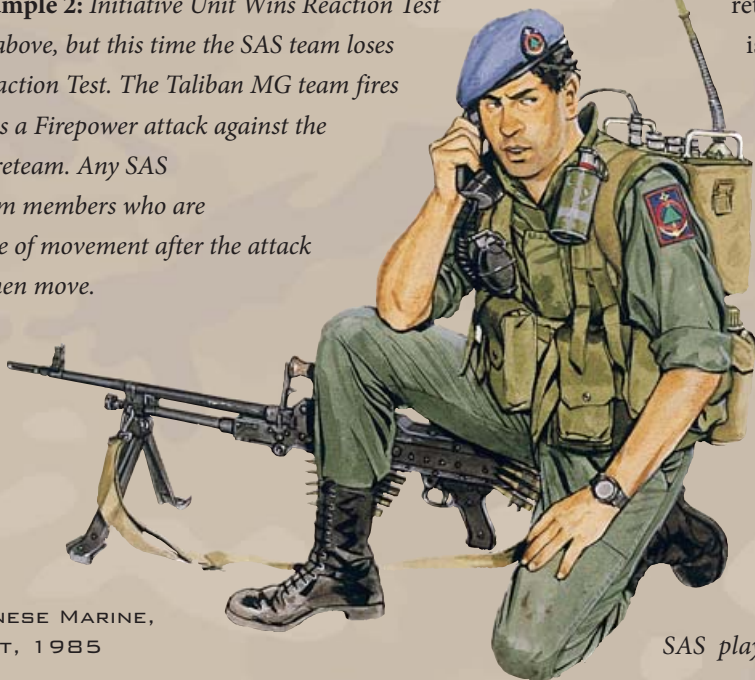
Non-initiative units lose one die of firepower for each reaction fire they declare after the first. Non-initiative units may continue to React with fire as long as they have remaining Firepower dice.

Non-initiative units that fail to win a Reaction test may not React for the remainder of the turn and may only return fire if fired upon (a Reaction test is still made to determine who fires first in the round of fire, though).

Note that **Irregular** units may only React with fire once per turn.

Example 1: Non-Initiative Unit Wins Reaction Test

A player fielding a Taliban force has initiative. He activates one of his machine gun teams and declares that it is going to fire at an SAS fireteam in a nearby courtyard. The SAS player announces that the fireteam is going to React by trying to take out the MG team by firing first. A Reaction Test is made, which the SAS player wins. He is able to engage the



LEBANESE MARINE,
BEIRUT, 1985

Taliban MG team first, and in the round of fire eliminates the crew.

Example 2: Initiative Unit Wins Reaction Test

The Taliban player then activates another of his units, a small group of gun men. He declares that they are going to run from one building, across the street to the next building and out of LOS of the SAS. The SAS player announces that the fireteam is going to React by trying to shoot them as they run across the street. This time the SAS fireteam loses the Reaction Test. The Taliban unit runs across the road into the next building and is now out of LOS of the SAS. They may not, therefore, fire at the Taliban unit.

As the SAS fireteam has failed a Reaction Test, and they are a non-initiative unit, they may no longer react for the remainder of the turn, and can only return fire if fired upon.

OPPORTUNITY FIRE

An Initiative Unit that has not yet been activated may sacrifice its activation for the turn to react to a Non-Initiative Unit's action or reaction.

Example: A unit of British Marines has not yet been activated by its player. A nearby Argentine unit makes a reaction move to get out of the LOS of a British heavy machinegun. The move brings the fleeing Argentines into

the unactivated Marine's LOS. The Marines are not on Overwatch, so normally they could not react to the enemy movement. But by burning the Marines activation for this turn, they may react, so the Marine player opts to fire the Marine unit at the Argentines.

THE REACTION TEST

Reaction Tests are performed when a non-initiative unit Reacts to an initiative unit's Action. Both units roll their Troop Quality die. The unit which passes the test by rolling a 4+ and higher than its opponent wins the Reaction Test. In the case of a tie of any sort, including both units failing to roll a 4+, the initiative unit acts first.

Units who have made a Rapid Move during a turn receive a -1 to their die roll when taking a Reaction Test.

RESOLVING CHAINS OF ACTIONS AND REACTIONS

The Action/Reaction process is pretty straightforward between two units. During the course of play, however, it is quite common for more than one non-initiative unit to declare a Reaction to a single initiative unit's actions. This can get a little confusing, but the following guidelines should help keep everything straight:

REACTION TEST RESULTS

Both involved units roll their Troop Quality die. The unit which passes the test by rolling a 4+ and rolls highest wins the Reaction Test. In the case of a tie of any sort, including both units failing to roll a 4+, initiative unit acts first.

Units on Overwatch receive a +1 to their die roll
Infantry/Mounted Units making a Rapid Move receive a -1 to their die roll

Vehicles which are Buttoned Up receive a -1 to their die roll

Vehicle traveling at Rapid speed receive a -1 to their die roll

Modifiers are cumulative.

The initiate unit may complete his declared actions unless combat results prevent it.

- Remember, Reactions are declared the moment an initiative unit is activated. At that time, the non-initiative player must declare *ALL* units within LOS who will React to the activated unit.

The only exception to this rule occurs when an initiative unit moves into the LOS of a non-initiative unit that could not see it at the time of its activation. In this case, the non-initiative unit may declare a Reaction as the initiative unit moves into sight.

A non-initiative unit's declaration of Reaction counts as a Reaction for determining Firepower even if the unit they were attempting to React to was destroyed or moved out of LOS before they could take any real action.

Example: A Taliban initiative unit is activated and two non-initiative SAS fireteams (A and B) announce they will React to it by firing. SAS fireteam A has a hot run on the dice and wipes the Taliban unit out. SAS Fireteam B must count its declaration of fire as a Reaction when determining its Firepower against the next unit it Reacts to – i.e., it loses a die of Firepower.

- Reaction tests are made starting with the non-initiative unit nearest to the initiative unit being activated and working outward. Do *not* resolve the Reactions at this time, but note which non-initiative units passed their Reaction Tests and which didn't.
- Once all Reaction Tests have been rolled, resolve Reactions in which the non-initiative units **lost** the Reaction Test. Start with the non-initiative unit nearest to the activated initiative unit and work outward, resolving each Reaction in turn.
- Finally, resolve all Reactions in which the non-initiative unit **won** the Reaction Test. Start with the non-initiative unit nearest to the activated initiative unit and work outward, resolving each Reaction in turn.

Once all Reactions have been resolved, the initiative unit may complete its activation. Remember that units lose 1 die of Firepower and 1" of Movement for each Reaction after the first!

REACTION AFTERMATH

An initiative unit that survives all Reactions against it without being Pinned or forced to Pull Back may finish its activation as usual. It may finish its movement and fire, minus any movement penalties or lost Firepower dice accrued for previous fire or Reactions.

REACTION TESTS AND FOG OF WAR

Reaction Tests also serve as triggers for Fog of War events. If *either* player rolls a "1" on their Troop Quality die while making a Reaction Test, a **Fog of War** card is drawn and the effects are applied.

Example: A Taliban initiative unit rolls its Troop Quality die in a Reaction Test. The die comes up with a core of 1. The Taliban unit's controlling player draws a Fog of War card. The card's effects are read and put into effect immediately unless the card indicates that it can be saved and played at a later time.



PARATROOPER,
SOVIET VDV,
AFGHANISTAN, 1980s

Optional Fog of War

If you'd like to see more Fog of War effects in your games, try this alternative rule: At the beginning of each turn make a Quality Check for the highest Quality unit in the initiative force. If the Quality Check *fails* draw a Fog of War Card!

OVERWATCH

Overwatch is a term used to describe the common battlefield tactic of one unit covering for another. It is most often employed by troops using "bounding over watch" to move to contact with the enemy – one unit "bounds" forward while another covers its advance with their guns. When the bounding unit reaches cover, it goes on overwatch while the unit that covered for it moves forward.

Only units with a Troop Quality of Trained (D8) or higher may use Overwatch. Irregular units may not use Overwatch under any circumstances. They lack the training and discipline to utilize this tactic.

Only the force with initiative may use Overwatch. The player with initiative must declare which units in his force are going on Overwatch before any of his units are activated. Going on Overwatch is not an interruptible action.

Overwatch units may attempt to interrupt the Reactions of any hostile unit in their LOS. Overwatch units receive a +1 to their Reaction test die roll.

Non-initiative units may not React to Overwatch fire.

Overwatch units lose one die of Firepower for each Overwatch fire after the first. They may continue to interrupt until they run out of dice or fail an Overwatch Reaction test.

When Overwatch units wish to interrupt a Reaction, a Reaction Test is made. Note that the Overwatch Reaction test and successful Overwatch fire takes place *before* the unit the Overwatch unit is defending makes its Reaction Test.



A US SNIPER TEAM ON OVERWATCH IN AFGHANISTAN, 2009

If the Overwatch unit passes the Reaction Test, it may perform a Firepower attack against the unit whose Reaction it is interrupting. This attack is resolved before the enemy unit may perform its Reaction. The Reacting unit can choose to return fire, but the Overwatch unit fires first, followed by return fire from any survivors in the target unit. If the target unit is not wiped out, Pinned, or Shaken, it may complete its Reaction.

If the Overwatch unit fails the Reaction Test, the target unit completes its Reaction and before a Firepower attack from the Overwatch unit is resolved with the Overwatch unit firing last, assuming the target unit still exists or has not moved out of the Overwatch unit's line of sight.

An Overwatch unit that fails its Reaction test is taken off Overwatch after any fire between it and its target unit has been resolved. For the remainder of the turn, a unit that has "fallen off" Overwatch may only engage in a round of fire with units that fire at it.

Example 1: *The US Army player with initiative has placed a fireteam atop of a building with a good view of the table on Overwatch. Later, he activates a fireteam and announces that it is going to exit the building it is currently in, move down the street, get in cover behind some wrecked cars, and fire at an Iraqi unit in a ditch across the street from that position.*

The non-initiative player announces that his Iraqi unit is going to React to the moving unit and fire at it as it moves out of cover in the building and runs down the street.

The initiative player announces that his US Army fireteam on Overwatch will attempt to interrupt the Iraqi unit's Reaction. A Reaction Test is made. The US Army Overwatch fireteam wins the test and a Firepower attack is immediately resolved between it and the non-initiative Iraqi unit. The Overwatch fireteam fires first, causing casualties and a Morale Check that leaves the Iraqi unit Pinned and unable to complete its Reaction. The second US Army fireteam finishes its activation unmolested. The non-initiative unit's return fire at the Overwatch unit is ineffective and causes no casualties.

Example 2: Later in the same turn, the US Army player activates another unit, a Bradley IFV, and announces that it is going to move around the corner of a building and fire its chain gun at a building full of enemy soldiers.

The non-initiative player announces that he's going to have a mixed unit of Iraqi soldiers in the building React and fire their AT RPGs at the Bradley as it rounds the corner.

The initiative player announces that the same US Army Overwatch fireteam from Example 1 is going to interrupt the mixed Iraqi unit. A Reaction Test is made. The Overwatch team fails the

Reaction test. The Iraqis will be able to fire their AT RPGs at the Bradley before the Overwatch team can do anything about it. Additionally, since the Overwatch unit failed its Overwatch Reaction test it is no longer on Overwatch.

Now a Reaction Test is made between the Bradley and the mixed Iraqi unit to see if the IFV fires first at the Iraqis in the building. The Bradley loses the Reaction Test and the AT RPGs fire before it can react. The RPGs damage the Bradley's chain gun mount, reducing the vehicle's Firepower by 50%.

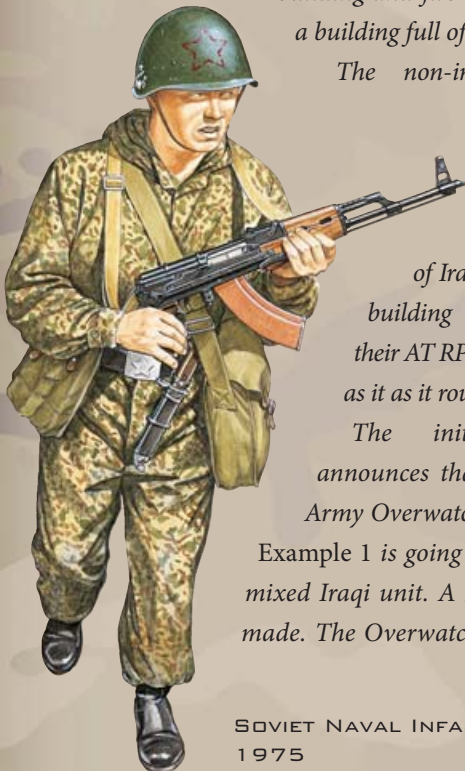
The Bradley now fires at the Iraqi unit and succeeds in causing a casualty despite the vehicle's reduced Firepower. The Iraqis pass their Morale Check and stand firm.

Now the round of fire between the Iraqi unit and the Overwatch fireteam is resolved. Since this is the Overwatch fireteam's second Overwatch fire, it loses one die of firepower in this attack. Nonetheless, the Overwatch fireteam's fire produces another casualty among the Iraqis. This time the Iraqi unit fails its Morale Check and becomes Pinned. Its return fire at the Overwatch fireteam causes no casualties.

As stated previously, the Overwatch unit falls off Overwatch because it failed its Reaction Test. For the rest of this turn it may react to fire directed at it just as any other unit would, but it can no longer engage in Overwatch fire or claim any Overwatch bonus.

PUTTING IT ALL TOGETHER: A FEW BLOCKS OF HELL

While the Second Battle of Fallujah (November, 2004) is remembered by most as a US Marine operation, the US Army did its part as well. Breaching an enormous defensive berm, the 2nd Battalion, 2nd Infantry regiment struck into the northern edge of the besieged city. After a prolonged artillery barrage and initial strike by armored vehicles, infantry disembarked and began to assault through blasted city streets. Awaiting them were thousands of highly motivated Jihadists and foreign fighters.



SOVIET NAVAL INFANTRYMAN,
1975

SCENARIO INFORMATION

Duration of Game: 6 Turns

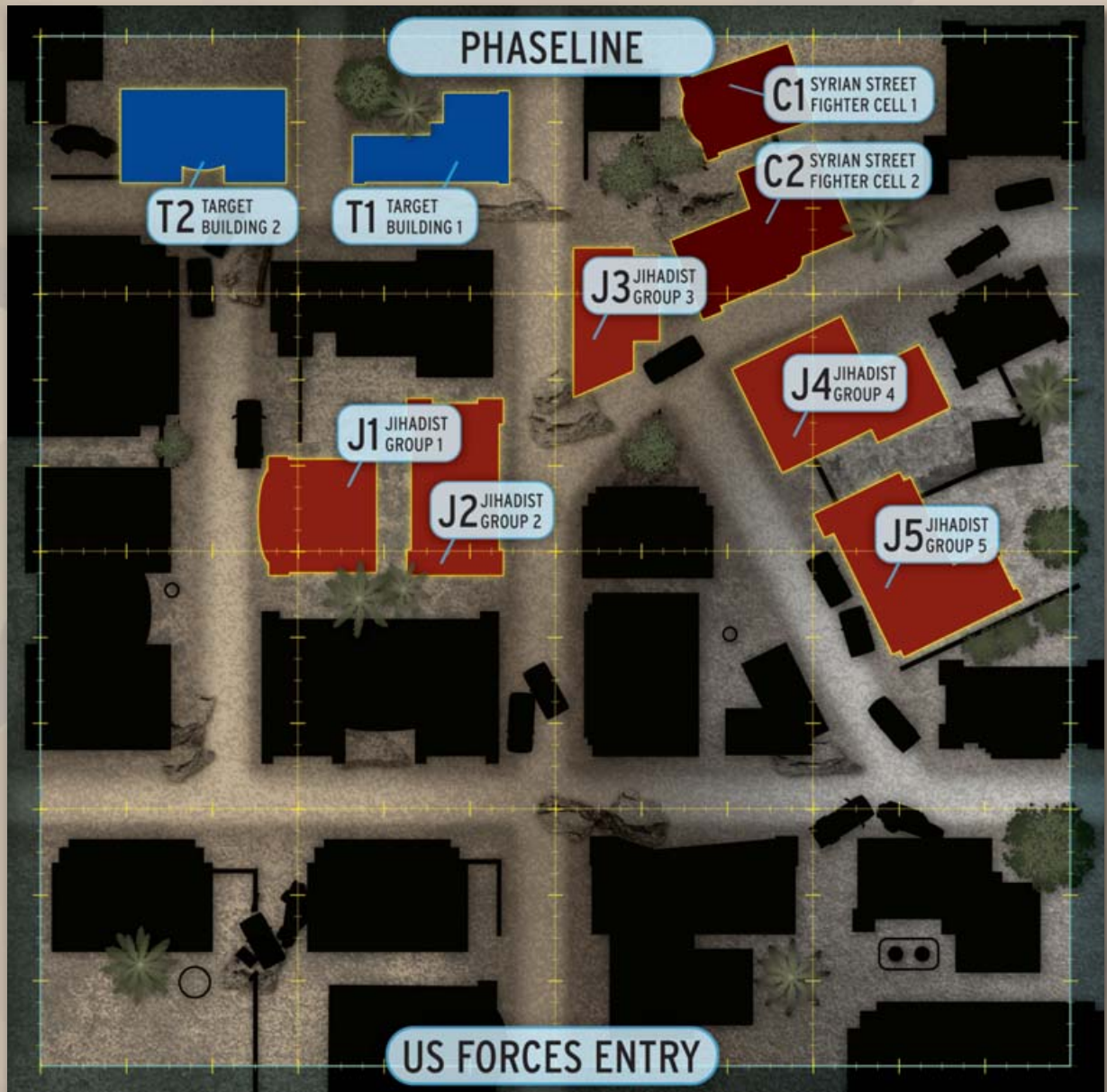
Initiative: US Force for first two turns. Test on following turns.

Special Conditions: None

Fog of War: None

Table Size: 2' x 2'

- **Entry:** US forces enter along this edge
- **C1 & C2:** Syrian Street Fighter Cells
- **J1–J5:** Local Jihadist Groups, 1 through 5



US ARMY MISSION

First and Second Squad must advance to their target buildings and go firm in preparation for the next phase of the assault. Enemy elements should be engaged and destroyed, but both squads should be at the phase line and ready to advance on orders by the end of Turn 6.

US ARMY VICTORY POINTS

- Both Squads are in Target Buildings by end of Turn 4 and overall Squad strength is at 50% or better: 5pts.
- Both Squads are in Target Buildings by end of Turn 6 and overall Squad strength is at 50% or better: 3pts.
- Per Insurgent casualty KIA or with Serious Wounds: 1pt.
- Per Insurgent captured: 3pts.

US ARMY FORCE

US Army Basic Force Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Abundant

Body Armor: 1D

Troop Quality/Morale: D8/D10

US Army Squad 1

1 x Squad Leader w/M4

Fire Team 1a

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Fire Team 1b

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

US Army Squad 2

1 x Squad Leader w/M4

Fire Team 2a

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Fire Team 2b

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4 & AT-4

(Hvy. AP:3/AT:3(H))

INSURGENT MISSION

Stop the invaders in their tracks! Hit them hard and strive to kill or wound them! Capture any you can!

INSURGENT VICTORY POINTS

- Prevent US Squads from reaching Target Buildings by end of Turn 4: 3pts.
- Prevent US Squads from reaching Target Buildings by end of Turn 6: 5pts.
- Per US casualty KIA or with Serious Wounds: 2pts.
- Per US soldier captured: 5pts.

INSURGENT FORCE

Although referred to as “insurgents” in this scenario, all Jihadist and Syrian fighters are considered to be “Regular” troops.

Insurgent Basic Force Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: Varies, See below

Syrian Street Fighter Cells (Troop Quality/Morale: D8/D10)

Cell 1

- 1 x Cell Leader w/AK
- 1 x Gunner w/RPG (Med. AP:2/AT:1D(M)
- 3 x Riflemen w/AKs

Cell 2

- 1 x Cell Leader w/AK
- 1 x Gunner w/RPG (Med. AP:2/AT:1D(M)
- 1 x Gunner w/PK MG (Lt. AP:1/AT:0)
- 2 x Riflemen w/AKs

Local Jihadists (Troop Quality/Morale: D6/D12)

Jihadist Group 1

- 1 x Leader w/AK
- 1 x gunner w/RPG (Med. AP:2/AT:1(M)
- 3 x Riflemen w/AKs

Jihadist Group 2

- 1 x Leader w/AK
- 1 x gunner w/RPG (Med. AP:2/AT:1(M)
- 3 x Riflemen w/AKs

Jihadist Group 3

- 1 x Leader w/AK
- 1 x gunner w/PK MG (Lt. AP:1/AT:0)
- 3 x Riflemen w/AKs

Jihadist Group 4

- 1 x Leader w/AK
- 1 x gunner w/RPG (Med. AP:2/AT:1(M)
- 3 x Riflemen w/AKs

Jihadist Group 5

- 1 x Leader w/AK
- 1 x gunner w/RPG (Med. AP:2/AT:1(M)
- 3 x Riflemen w/AKs

SPECIAL RULES

N/A

OPTIONAL RULES

NIGHT FIGHTING

The original assault into Fallujah was performed under the cover of darkness. US Army troops were well equipped with night vision devices, while the city's defenders were not.

HOPPED UP UNITS

The use of cocaine and medical adrenaline was reported among many of the insurgent units. Stockpiles of these drugs were found at various locations in the city. Roll a D6 for each Insurgent unit. On a score of 5+, the unit is Hopped Up.

SNIPER TEAM

Add a Sniper Team to the Insurgent force with a TQ/Morale of D8/D12. If this option is chosen, give the US Force the FO option as well.

US FORWARD

OBSERVER

Add a Forward Observer (FO) with Heavy Mortars on call (6D, 6" radius).

US MARINE,
IRAQ, 2003



MECHANIZED COMBAT

It should be noted that the play area of the typical *Force on Force* game represents a more-or-less point-blank encounter between AFVs. Vehicle engagements in this game are not stand-off affairs between carefully maneuvering tanks – they are short, brutal knife fights that may well be decided on the first, hurried shot.

ACTIVATING VEHICLES

Vehicles are activated in the same manner as infantry units. Like infantry units, an activated vehicle may move/fire or fire/move. Vehicles may be placed on Overwatch.

Vehicles may *not* use Out of Contact Movement.

VEHICLE TYPES

Vehicles are grouped in types based on their method of mobility: wheeled or tracked.

WHEELED

Wheeled vehicles have been around nearly as long as man and will probably still be rolling down streets (and over battlefields) far into the future.

Wheeled vehicles have several advantages, in that they are fairly quiet, handle most rough terrain well (assuming they were designed to), and are easy to maintain. All of these advantages make them a military favorite.



CHALLENGER 2 MBT, IRAQ, 2003



ROAD CLOSED! (BRITANNIA MINIATURES)

TRACKED

Tracked vehicles have the advantage of being able to move on a stable road surface that they lay down in front of themselves and pick up after they pass over it. This allows a well-designed tracked vehicle to handle rough terrain with aplomb. Unfortunately, the same process makes tracked vehicles very loud and more difficult to maintain than their wheeled counterparts. Still, if you need to move something heavy somewhere there aren't any roads, tracks are a time honored solution that continue to get the firepower where it needs to go.

VEHICLE MOVEMENT

All vehicles have two movement rates – **Tactical Speed** (10") and **Rapid Speed** (20").

Vehicles traveling at Rapid Speed receive a -1 to their die roll when making Reaction Tests. Unlike infantry, vehicles may make a Rapid move and fire or fire and make a Rapid move.

LOADING AND UNLOADING PASSENGERS

A vehicle may not move on the turn it loads or unloads passengers.

Passengers unloading from a vehicle may only use Tactical movement. Passengers may use Rapid movement to board a vehicle, however.

Units may only use Suppression Fire or fire as a Reaction on the turn they dismount.

VEHICLE COMMANDERS – BUTTONED UP AND UNBUTTONED

No matter how advanced sensors and tactical displays become, the human mind continues to work most effectively with data from its favored sensor suite – its own eyes, ears, nose and skin. It's not unusual for an unbuttoned tank commander (in other words, a TC standing exposed in an open hatch) to spot threats before his crew's sensors pick them up. Unfortunately, it's also not unusual for an unbuttoned tank commander to meet a sudden, messy end when the bullets are thick in the air.

Tank commanders are faced with a difficult choice when their vehicles are engaged in combat, especially at the short ranges and in the close terrain typical of most *Force on Force* games: Should they boost their situational awareness while risking becoming a casualty or should they sacrifice quick reactions for safety? To button up or not to button up, that is the question.

ABRAMS TANKS "UNBUTTONED"



UNBUTTONED COMMANDERS

A player must declare which tank commanders they wish to be unbuttoned at the beginning of a turn. Each TC designated must pass a Troop Quality Check to spend the turn unbuttoned. If they fail the check, they remain buttoned or button up.

TCs may only unbutton at the beginning of a turn and must remain unbuttoned for the duration of the turn or until forced to button up by enemy fire.

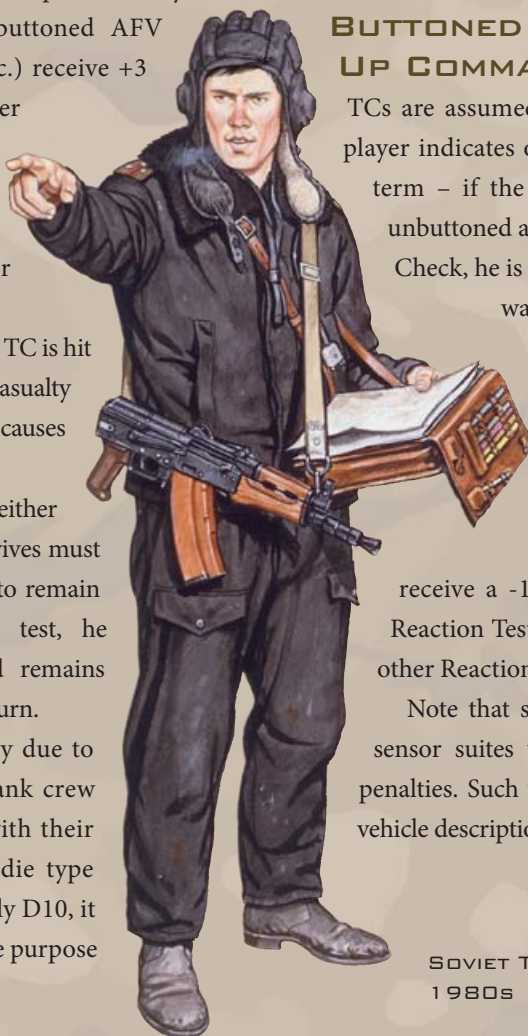
Tanks whose TCs are unbuttoned suffer no Reaction Test penalties.

Unbuttoned TCs may be fired upon as if they were an infantry unit. Unbuttoned AFV personnel (TC's, gunners, etc.) receive +3 Defense Dice. This cover modifier is applicable to other crew members or passengers who are exposed in a vehicle hatch intended for use as a fighting position.

If a tank with an unbuttoned TC is hit by AT fire, the TC becomes a casualty on a D6 roll of 1 whether the hit causes any other damage or not.

A TC who is fired upon by either small arms or AT fire and survives must make a Troop Quality Check to remain unbuttoned. If he fails the test, he immediately buttons up and remains buttoned up for the rest of the turn.

If a TC becomes a casualty due to small arms or AT fire, the tank crew must take a Morale Check with their Morale die reduced by one die type (i.e., if their Morale is normally D10, it would be reduced to D8 for the purpose of this check).



SOVIET TANK CAPTAIN, AFGHANISTAN, 1980s



AN UNBUTTONED SOLDIER PROVIDES TOP COVER FOR AN MRAP, AFGHANISTAN, 2010

BUTTONED UP COMMANDERS

TCs are assumed to be buttoned up unless their player indicates otherwise at the beginning of the term – if the TC has not been designated as unbuttoned and has not passed a Troop Quality Check, he is buttoned up and must remain that way for the duration of the turn.

TCs who are unbuttoned with enemy units in LOS during a turn must pass a Troop Quality Check at the beginning of the next turn or button up.

Tanks whose TCs are buttoned up receive a -1 to their die rolls when making Reaction Tests. This penalty is cumulative with other Reaction Test penalties.

Note that some vehicles possess outstanding sensor suites which alleviate the Buttoned Up penalties. Such vehicles will be identified in their vehicle description.

VEHICLE FIREPOWER

All vehicle mounted weapons have a number of Firepower dice allocated to them. Like infantry units, the type of die used is determined by vehicle crew's Troop Quality.

It should be noted that some vehicle mounted weapons are also Infantry Support Weapons. The Firepower shown for such weapons may be different when vehicle mounted – this difference represents the vehicle's more stable firing platform, available optics, etc.

Some vehicular weapons have separate Anti-Tank (AT) and Anti-Personnel (AP) Firepower ratings. Where different ratings apply, they will be described in the vehicle's description.

Vehicle mounted weapons treat all targets as being at Optimum Range, this bonus is already included in the Firepower listed for vehicles.

RESTRICTIONS ON VEHICLE FIRE

Most AFVs have more weaponry than they have crew members to fire it all, some guns cannot be fired in conjunction with others, and some guns have a naturally slow firing rate that limits how many times they may be fired in a turn.

As a rule of thumb, a vehicle may only fire its main gun and one secondary weapon system on a single activation. Each weapon system may engage a separate target. Some vehicles may have further fire restrictions or present special cases which will be noted in their vehicle descriptions.

MERKAVA MBT CREWMAN, LEBANON, 1985



Vehicle weapon fire may not be “pooled” for AT fire, each AT attack is resolved separately. Vehicle weapon attacks against the same infantry unit may be pooled.

Vehicles whose crew has been reduced to half or less may fire either their main gun or a secondary weapon system, but not both.

AFVs moving at Rapid Speed receive a -1 to their die roll for all Reaction Tests.

AFVs that are Buttoned Up receive a -1 to their die roll for all Reaction Tests. This is cumulative with the Rapid Speed penalty.

Vehicles lose 1D of Firepower for each Action/Reaction after the first, but they do not lose movement. Like infantry units, a vehicle may only React with movement once per turn.

Like all other units an AFV that fails a Reaction Test will fall off Overwatch.

INFANTRY FIRE FROM VEHICLES

Infantry mounted in/on a vehicle may add the weight of their fire to that of the vehicle, if the vehicle is suitable for them to fire from.

Infantry fire from a vehicle is resolved during the vehicle's activation. Infantry may add their Firepower to the vehicle's attack against a target or attack a separate target.

Infantry in an APC or IFV with firing ports may fire with half their Firepower. Only Small Arms and SAWs may be fired in this manner. The Firepower Cap for infantry firing from vehicles is reduced by half (to 5D).

Infantry in an APC or IFV with firing ports and top hatches for carried troops may fire with half their Firepower and may fire rifle grenade launchers in addition to SAWs and Small Arms. They receive a +3D cover bonus.

Infantry in open top or soft-skin vehicles may fire with their full Firepower -1 die. They receive a +2D cover bonus.

Infantry riding on top of a vehicle such as a tank may fire with their full Firepower -2 dice. They receive a +1D cover bonus.

Infantry firing from a vehicle may not use any weapon which creates a back-blast (RPGs, LAWs, etc.) or that normally require a ground mount/tripod to fire (heavy machineguns, mortars, AGLs, etc.).

FIRE AT INFANTRY IN OPEN TOPPED VEHICLES/VEHICLE RIDERS

Infantry in open topped vehicles or riding on top of a vehicle such as a tank are fired at as if they were In Cover (+1 Defense die). If the vehicle is an open topped AFV, they are fired at as if they were In Cover behind Solid Cover (+2 Defense dice). If the unit is in Body Armor, it may claim that Defense bonus as well.

WEAPON CLASSIFICATIONS FOR VEHICLE COMBAT

Weapons used in vehicle combat are divided into four classes. As stated previously, weapons may have different Firepower values for anti-personnel (AP) fire and anti-tank (AT) fire.

A weapon's class determines what Vehicle Damage Table it rolls on.

Below are some examples of weapons in each class:

- **Small Arms & Infantry Support Weapons:** Infantry's small arms and most squad support weapons fall into this category. Examples include assault rifles, SAWs, rifle grenade launchers, GPMGs, most coaxial MGs, etc.
- **Light Guns:** Large caliber MGs (.50 or 12mm+) machineguns; Automatic Grenade Launchers; anti-tank rifles, "regular" RPGs.
- **Medium Guns:** Light auto-cannons; AT RPGs
- **Heavy Guns:** Main tank guns; ATGMs



T-72B MBT, RUSSIA, 1991

VEHICLE DEFENSE

Like Vehicle Firepower, Vehicle armor is rated in four classes to assist with vehicle design. Vehicle Class is also used to determine a Vehicle's Reliability Die Type.

Below are examples of vehicles from each Defense Class:

- **Soft-Skinned Vehicles:** Unarmored or nearly unarmored vehicles, such as civilian vehicles or military utility vehicles. Very light APCs, armored cars, or recce vehicles also fall into this category. This class of vehicle affords their passengers little or no protection.
- **Light Vehicles:** Light armored vehicles, such as armored cars and basic Armored Personnel Carriers (APCs), provide rudimentary protection against small arms fire and shell fragments.
- **Medium Vehicles:** Medium vehicles, such as light tanks and Infantry Combat Vehicles (ICVs), are designed to provide direct combat support to the squads they transport or support. Their armor provides protection against small arms, artillery, and light anti-tank weaponry.
- **Heavy Vehicles:** Heavy vehicles, of which Main Battle Tanks (MBTs) are the most common, are the kings of the battlefield. Class 4 AFVs are practically immune to any weapon system not specifically designed to overcome their massive armor and defense systems.

Example: A typical civilian vehicle (Soft-Skinned Vehicle) would have a basic Defense of 1D6, while a basic APC (Light Vehicle) would have a basic Defense of 3D8.

TYPICAL VEHICLE DEFENSE BY CLASS

Soft-Skinned Vehicle: 1D6

Light Vehicle: 3D8

Medium Vehicle: 3D10

Heavy Vehicle: 4D12

VEHICLE DEFENSE MODIFIERS

(All Modifiers are cumulative)

Target at Rapid Speed: +1D

Target more than half obscured: +1D

Target more than half covered by solid cover (hull-down): +1D

Discharged smoke this turn: +1D

Reactive Armor (ERA): +1D on FIRST missile/RPG attack per facing covered

A vehicle's Defense can never be reduced to zero. No matter what negative factors apply, a unit will always have at least one Defense die.

SAMPLE VEHICLE: M1A1 MBT

Name: M1A1 MBT

Class: Heavy

Type: Tracked

Front Armor: 4D12

Side Armor: 3D12

Rear Armor: 3D10

Deck Armor: 2D8

Main Gun: 120mm (Heavy Gun)

AT Value: 6D

AP Value: 4D

Secondary Weapon: M2 .50 BMG (Light Gun)

AT Value: 1D

AP Value: 4D

Additional Weapons: MGs

AT Value: N/A

AP Value: 4D

Attributes & Notes:

Heavy Hitter: 120mm main gun uses advanced rounds: +1 die roll modifier to rolls on the Damage Table

Improved MGs: MG Firepower increased due to advanced Fire Control, ROF, and large MG ammo stores: 4D MGs

Safe Haven: +1 Positive Die Shift for Bail Out Checks

Life Saver: +1 Positive Die Shift for Crew Casualty Checks.

FIRING AT VEHICLES

When vehicles are engaged by other vehicles or appropriately armed infantry, use the following process to determine damage to the target vehicle.

- **Step 1:** Determine Hits
- **Step 2:** Roll for Damage Effect

DETERMINE HITS

Hits against vehicles are determined in much the same way as firepower attacks against infantry units. The attacker determines the Firepower of the weapon he is firing at the target vehicle and the defender determines the vehicle's Defense.

Both sides roll the appropriate number of Troop Quality dice and discard any rolls lower than 4.

The defending unit matches his dice against those of the attacker. If the defending unit cannot match or exceed all of the attacker's dice, the attacker has scored a hit on the defending vehicle!

To determine the results of the hit, roll 1D8 on the appropriate Vehicle Damage Table (Soft-Skin, Light, Medium, and Heavy Vehicle). For each unmatched die after the first which the defender was unable to match, apply a +1 Positive Die Shift to the die thrown on the Vehicle Damage Chart, up to a maximum of 1D12.

Example: A vehicle with a medium gun fires at a light vehicle. The attacker's gun has a firepower of 4D8 while the target vehicle's defense is determined to be 3D8. Both players roll their dice.

The attacker rolls 3, 4, 6, and 8. The defender rolls 2, 3, and 5. Both players discard dice with scores less than 4, leaving the attacker with 4, 6, and 8 and the defender with a 5. The Defender's 5 exceeds the attacker's 4, countering it. The attacker is left with two dice that the defender could not match. He's scored a hit!

The attacker refers to the Medium Gun vs. Light Vehicle table. If he had only scored a hit with one die, he would roll 1D8 on the table, but since he's scored a hit with two dice, he receives a +1 die shift. He rolls 1D10 on the table instead of 1D8.

The attacker rolls a 9, and the enemy vehicle brews up! The defender must now make Casualty Checks to see if any of the vehicle's crewmen or passengers survive the conflagration.

M1A1 ABRAMS MBT, KUWAIT, 1991



VEHICLE DAMAGE TABLE

Using This Table

Determine the class of the target vehicle (Soft-Skin, Light, Medium, or Heavy Vehicle) and the size of the firer's gun (Light, Medium, Heavy). Roll 1D8 and cross

reference the result with the gun class on the appropriate damage table. Apply a +1 die shift for each successful hit die after the first, up to a maximum of 1D12. Results are applied immediately.

SOFT-SKIN VEHICLE CLASS DAMAGE TABLE

DIE ROLL	SMALL ARMS & INFANTRY SUPPORT WEAPONS	LIGHT GUN	MEDIUM & HEAVY GUN
1	Vehicle Suppressed!	Vehicle Suppressed!	Mobility Hit – Half Movement
2	Vehicle Suppressed!	Main Gun Damaged – Half FP	Immobilized
3	Vehicle Suppressed!	Mobility Hit – Half Movement	Main Gun K/O
4	Vehicle Suppressed!	Immobilized	Vehicle Kill – Casualty Check
5	Main Gun Damaged – Half FP	Main Gun K/O	Vehicle Kill – Casualty Check
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!
10	Main Gun K/O + Casualty Check	Catastrophic Kill!	Catastrophic Kill!
11	Immobilized + Casualty Check	Catastrophic Kill!	Catastrophic Kill!
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!

LIGHT VEHICLE CLASS DAMAGE TABLE

DIE ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
1	Vehicle Suppressed!	Main Gun Damaged – Half FP	Mobility Hit – Half Movement
2	Main Gun Damaged – Half FP	Mobility Hit – Half Movement	Immobilized
3	Mobility Hit – Half Movement	Immobilized	Main Gun K/O
4	Immobilized	Main Gun K/O	Vehicle Kill – Casualty Check
5	Main Gun K/O	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
6	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
7	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
8	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!
10	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Catastrophic Kill!
11	Brew Up! Casualty Check!	Catastrophic Kill!	Catastrophic Kill!
12	Catastrophic Kill	Catastrophic Kill!	Catastrophic Kill!

MEDIUM VEHICLE CLASS DAMAGE TABLE

DIE ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
1	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged – Half FP
2	Vehicle Suppressed!	Main Gun Damaged – Half FP	Mobility Hit – Half Movement
3	Vehicle Suppressed!	Mobility Hit – Half Movement	Immobilized
4	Optics Damaged (-1 RT Die Roll)	Immobilized	Main Gun K/O
5	Main Gun Damaged – Half FP	Main Gun K/O	Vehicle Kill – Casualty Check
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
10	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
11	Immobilized + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!

HEAVY VEHICLE CLASS DAMAGE TABLE

DIE ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
1	Vehicle Suppressed!	Vehicle Suppressed!	Vehicle Suppressed!
2	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged – Half FP
3	Vehicle Suppressed!	Vehicle Suppressed!	Mobility Hit – Half Movement
4	Optics Damaged (-1 RT Die Roll)	Optics Damaged (-1 RT Die Roll)	Immobilized
5	Main Gun Damaged – Half FP	Main Gun Damaged – Half FP	Main Gun K/O
6	Half Movement	Half Movement	Vehicle Kill – Casualty Check
7	Main Gun K/O	Main Gun K/O	Vehicle Kill – Casualty Check
8	Immobilized	Immobilized	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Half Movement + Casualty Check	Brew Up! Casualty Check!
10	Main Gun K/O + Casualty Check	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!
11	Immobilized + Casualty Check	Immobilized + Casualty Check	Brew Up! Casualty Check!
12	Weapon K/O + Casualty Check	Vehicle Kill – Casualty Check	Catastrophic Kill!

Table Results

Vehicle Suppressed!: The vehicle has been hit by fire that, while not damaging, is definitely disturbing! Exposed crewmen/TCs must make a Troop Quality Check to avoid buttoning up. The vehicle receives a -1 die shift on Reaction Tests and Firepower for the duration of the turn.

Mobility Hit – Half Movement: Vehicles Tactical and Rapid Speed are reduced by half. Bail Out Check. A subsequent Half Movement hit on the same vehicle *Immobilizes* it.

Optics Damaged – 1 RT: The vehicle's optics are damaged. The vehicle suffers a -1 to Reaction Test rolls for the duration of the game. Bail Out Check.

Weapons Damaged – Half FP: The Firepower for all the vehicle's weapons is cut in half. If a vehicle suffers two such results, consider it a Main Gun K/O. Bail Out Check.

Immobilized: The vehicle is stuck in place and may not move for the duration of the game. Bail Out Check.

Main Gun K/O: The vehicle's main weapon is damaged and may not fire for the duration of the game.

Bail Out Check:

Vehicle Kill: The vehicle has been disabled and rendered combat ineffective. Make Casualty Checks for all crew and passengers.

Brew Up: The vehicle "brews up" in a ball of flame. The vehicle is destroyed. Crew and Passengers make Survival Checks with a -1 die shift to their Troop Quality.

Catastrophic Kill: The vehicle explodes dramatically, throwing flaming wreckage in all directions. All crew and passengers are instantly killed.

Casualty Check: Where Casualty Checks are called for, make a Troop Quality Check for each crewman and passenger in the vehicle. Those that pass the check are unhurt. Those that fail are casualties. A First Aid Check must be made to determine the extent of their injuries.

Secondary Hits: When a vehicle suffers a damage result that is already in effect (i.e. a second Immobilized or Main Gun

Kill result), make Crew Casualty Checks for its crew and apply no additional effects.

VEHICLE CREW/PASSENGER CASUALTIES

Any time a vehicle suffers a "Casualty Check" result on the vehicle damage table, check for crew and passenger casualties. Roll a Troop Quality Check for each crew member and passenger aboard the vehicle. A failed test indicates the figure is a casualty.

Vehicles do not need to move to a safe position for their crews to perform a First Aid Check on crew or passenger casualties. They may not, however, fire their main gun until a First Aid Check is made at the beginning of the next turn.

Each crew casualty a vehicle suffers reduces its Firepower with all mounted weapons by one die. Vehicles with crew casualties also suffer a -1 to any Reaction Test rolls.

If a vehicle's crew is reduced to half strength or below, it must pass a Troop Quality Check each time it attempts to move, fire, or react. If the vehicle fails the test, it may not perform the action.

Example: A Main Battle Tank was struck by an AT missile in the previous turn and suffered 2 casualties. The tank has a crew of 4, so its crew has been reduced to half strength. Now the tank wishes to move into a more protected position and fire its main gun at the launcher that bloodied its nose.

Since the tank's crew is at half- strength, it must pass a Troop Quality Check before it can move. The tank passes the TQ test and may move. As it moves to cover it is taken under fire by an infantry unit with shoulder launched AT



US ARMY RANGER "GUN JEEP", FT. LEWIS, 1981

missiles. The tank must pass a TQ test to react – it fails the test and may not react to the infantry fire – it can only take the hits and keep trundling towards the covered position. If the tank survives and reaches its designated end of movement, it must make a Troop Quality Check to fire.

Vehicles whose crew has been released to half or less may fire either their main gun or a secondary weapon system, but not both.

If a vehicle is reduced to 1 crew member by casualties, the lone crew member will automatically bail out of the vehicle and will not attempt to remount for the duration of the game. For victory conditions, the vehicle counts as destroyed.

VEHICLE CREW & PASSENGER MORALE

Vehicle crews may be forced to take Morale Checks due to casualties or battlefield conditions. Due to the additional protection their vehicles provide, the conditions that trigger Morale Checks are slightly different than those that affect foot-soldiers, but the Morale Check itself is resolved in the same manner for vehicles as it is for infantry units.

Do not confuse vehicle crew Morale Checks for Bail Out Checks. A vehicle crew can fail a Morale Check and not bail out and a Bail Out Check can be caused without any need for a Morale Check.

MORALE RESULTS FOR VEHICLE CREWS

Pinned: Pinned must move to a position that provides cover or blocks enemy LOS. Pinned vehicles may React to fire directed at them, but may not Interrupt or initiate fire themselves. If a vehicle is already in a position of cover when it is Pinned, it may remain there, but the other effects of being Pinned still apply. Vehicles that are Pinned twice in the same turn are forced to Pull Back.

Pull Back: Vehicles that are forced to Pull Back will back away from the enemy and attempt to find a position that provides cover or blocks enemy LOS. This move may not take the vehicle towards enemy units and must be made even if the unit is in a position of cover when it receives its second Pinned result. Units that are falling back may not fire other than to react to fire directed at them.

MORALE CHECK POINTS FOR VEHICLE CREWS

Low Confidence Vehicle Crews Make a Morale Check:

Each time their vehicle is fired upon by an Infantry Gun, AT Gun, or Tank Gun
Each time a friendly vehicle within 12" and in LOS is damaged or destroyed

Confident and Low Confidence Vehicle Crews Make a Morale Check:

Each time a friendly vehicle within 12" and in LOS is destroyed

Each time an IED is detonated within 10"
Each time a unit is subjected to an artillery salvo or air-strike

All Vehicle Crews Make a Morale Check:

Each time the crew takes casualties
When their vehicle is damaged (immobilized, gun destroyed, movement or firepower reduced)
Each time fire from their vehicle injures/kills a civilian or non-combatant

BAIL OUTS

Modern AFVs are extremely survivable and most tank crews would prefer to stay inside their rolling fortress during a firefight rather than expose themselves to shot and shell. Still, poorly trained and/or demoralized crews might jump out of a perfectly good tank if enemy fire is “ringing the bell” too often.

Low Confidence crews, as identified by scenarios or force write-ups, must make a Morale Check on ANY hit against their vehicles – even *Vehicle Suppressed* results.

If a Low Confidence Crew fails their Morale Check, they will bail out. Place their figures anywhere within 4” of their abandoned vehicle.

Confident or High Confidence Crews need only make a Bail Out Check if their AFV suffers actual damage (reduced speed, firepower, loss of armament or mobility).

Crews who bail out suffer an additional loss of confidence, both in themselves and their AFV. As a result, their Troop Quality is reduced by one die type for the rest of the game. If their die type is reduced below D6, they have become combat ineffective and are removed from play. Their vehicle is left on the table, however, and becomes a terrain feature (it may not be mounted by another crew, however).

A crew that has bailed out may not attempt to re-mount their vehicle till the following turn. They must

pass a Morale test before remounting. Remounting an abandoned vehicle counts as the crew’s activation for the turn, although they may respond to enemy fire as normal.

Note that some vehicles have Attributes which may modify when and if their crews bail out.

AFVS AND INFANTRY NON-AT INFANTRY WEAPONS VS. VEHICLES

Infantry weapons with no AT rating (referred to as Non-AT Infantry Weapons) have a limited chance of damaging vehicles of the Light Class or higher, as described in the table below.

All Infantry Support Weapons without an AT value receive a -2 to their die roll when rolling on the vehicle damage table.

All non-AT Support Weapons other than Small Arms and SAWs roll on the Light Guns column of the Vehicle Damage Table.

Non-AT weapons only count their own Firepower dice when firing at vehicular targets of classified as Light Vehicles or higher. Fire at Soft Skin vehicles is resolved in the same way as an attack against an infantry unit. Weapon Teams receive their normal bonus in both instances.

NON-AT INFANTRY SUPPORT WEAPONS	SOFT SKIN VEHICLES	UP-ARMORED SOFT SKIN VEHICLES	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES
Small arms	Full FP	½ FP*	No Effect	No effect	No effect
Light non-AT support weapons	Full FP	½ FP*	No Effect	No effect	No effect
Medium non-AT support weapons	Full FP	Full FP	½ FP*	No effect	No effect
Heavy non-AT-support weapons	Full FP	Full FP	½ FP*	½ FP*	No effect
*1/2 Firepower is rounded <i>down</i>					

Example 1: A fireteam engages a technical (soft skin vehicle). The fireteam has 3 riflemen and a SAW gunner (Lt. Support, non-AT), for a total of 5D of Firepower against the technical, just as they would have had against an infantry unit.

Example 2: A GPMG gunner opens fire on a Light APC. The gunner only counts the Firepower dice of his Medium Support Weapon (2 dice) in his attack. He is firing at a light vehicle, so he throws half his normal Firepower, rounded down for final Firepower of 1D.

Example 3: A GPMG gunner in a Weapon Team opens fire on a Light APC. The gunner only counts the Firepower dice of his Medium Support Weapon (2 dice) in his attack, but he receives an additional 2 dice for being part of a Weapon Team. He is firing at a light vehicle, so he throws half his normal Firepower, rounded down for final Firepower of 2D.

Note that weapon effectiveness may vary from the table above for specific vehicles. Such variances are noted in the vehicle's description.

INFANTRY AT WEAPONS VS. VEHICLES

Some infantry weapons are designed specifically with Anti-Tank capabilities in mind. Such weapons will have two Firepower values, AT for Anti-Tank and AP for Anti-Personnel. Unlike non-AT support weapons, weapons with an AT rating do not suffer from the -2 die roll modifier on the Vehicle Damage chart.

Infantry firing AT weapons at vehicles only use the Firepower of their weapon against the vehicle (plus the +2 Firepower die **Weapon Team** bonus, if applicable). See **Non-AT Infantry Weapons**, pg. 86, for examples.

ANTI-TANK GUIDED MISSILES (ATGM)

Infantry may be equipped with Anti-Tank Guided Missiles (ATGMs), such as Sagers, TOWs, or Javelins.

These weapons are very effective against tanks, but the missile must travel some distance before arming. As a result, ATGMs may not be fired at any target closer than 6".

ATGMs use the Heavy Gun column of the vehicle damage table. AFVs lose one die of Defense vs. ATGMs.

ATGM FIREPOWER

1st Generation (MCLOS) ATGMS (AT-1, 2, 3):

AP:4D/AT:3D(H)

2nd Generation (SACLOS) ATGMS (TOW, Milan, AT-4/5, etc., including AT-14 Kornet):

AP:4/AT: 4DS(H)*

3rd Generation "Fire & Forget" ATGMS (Javelin, Spike): AP:4/AT: 4D(H)**

ATGMs use the Heavy Guns column on the vehicle damage table

AFVs suffer a -1 die penalty to their Defense vs. ATGMs

No ATGM may be fired at a target closer than 6"

*Negates ERA

**Negates ERA, Deck Attack

Firing ATGMs

ATGMs are highly effective tank-busters, but they have their draw-backs. A modern tank can fire its gun on the move with devastating accuracy, but an ATGM launcher must be stationary when acquiring a target and some must remain so until they guide their missile into the target.

Fire and Forget ATGMs require the operator (and his unit) to remain stationary while acquiring a target lock. Once the missile is launched, however, the launching unit may move – usually to scoot quick to

cover. To reflect this reduced mobility (and the time it takes for targeting units to “cool down,” targets to be acquired and locked, etc.), units firing Fire and Forget missiles may only fire one missile per turn.

If a unit firing an Fire and Forget ATGM becomes Pinned or Falls Back before it can fire (as a result of Overwatch fire or defensive fire from the target vehicle), it suffers a -1 Negative Die Shift on its attack. If the unit is wiped out before it can fire, it cannot attack the target vehicle at all.

MCLOS and SACLOS ATGMs require the firing unit to remain stationary while acquiring at target and remain stationary as the missile is “steered” into its target. A unit can only fire one MCLOS/SACLOS missile per turn and may not move at all.

If a unit firing an MCLOS/SACLOS ATGM becomes Pinned or Falls Back before it can fire (as a result of Overwatch fire or defensive fire from the target vehicle), it loses control of the missile and misses. If the unit is wiped out before it can fire, it cannot attack the target vehicle.

Reacting to and Evading ATGMs

Vehicles fired upon by a Manual Command to Line of Sight (MCLOS) or Semi-Automatic Command to Line of Sight (SACLOS) ATGM



may attempt to avoid being hit by suppressing the ATGM team and/or “jinking” (driving erratically at a high speed to throw off the ATGM gunner’s aim).

When an MCLOS or SACLOS ATGM is launched at a vehicle, the target vehicle may make a Troop Quality Check to spot the missile’s distinctive puff of smoke.

If the vehicle fails the Troop Quality Check, it fails to react to the missile and the attack is resolved normally.

If the vehicle passes the Troop Quality Check, the vehicle may attempt to suppress the ATGM team and is assumed to take some evasive action to evade the missile. The ATGM team must immediately make a Troop Quality Check. If it fails the test, it has lost lock on the vehicle and the missile misses. Otherwise, the missile will hit unless the vehicle successfully suppresses the ATGM team.

The vehicle may use one of its MGs to suppress the ATGM team using the normal Suppression Fire rules. If the ATGM team is successfully suppressed, its missile goes out of control and misses the target vehicle.

ATGM Availability

Units do not have an inexhaustible source of ATGMs and prepping missiles for fire can take time. As a result, each time a unit attempts to launch an ATGM it must make a Troop Quality test. If the unit passes the test, it may launch a missile. If not, the unit had no missiles ready for fire (note that this does not mean the unit is *out of AGTMS*, but rather that it was unable to prepare the missile in time to fire in this instance).

If the failed roll was a 1, the unit may not fire ATGMs for the duration of the game (its missile supply is depleted, the launcher has been damaged, etc.).

The attempt to launch the ATGM counts as the unit’s activation. Units launching an ATGM for the first time in a game need not make this test.

LIMPET MINES, STICKY BOMBS, SUICIDE VESTS, AND VBIEDS

Some forces use explosive weapons that must be placed by hand upon a vehicle or carried by a person into close proximity with a vehicle to have any effect. These weapons require a great deal of courage (or desperation) to deploy.

To make an attack with a weapon of this sort, a unit or figure must declare at activation that it is making such an attack and which opposing vehicle is the target.

The unit/figure must immediately make a Morale Check (*not* Troop Quality Check) to determine if it is willing to go through with the attack. Units making such an attack make their normal Morale Check. Figures attacking singly must take their Morale Check with their Morale die reduced by one die type (i.e., if the figure normally has a Morale of D10, it has a morale of D8 for the purposes of this Morale Check).

If the unit/figure fails the Morale Check, it becomes Pinned. If it passes the Morale Check, the attack may continue.

The unit/figure must approach within 2" of the target vehicle and have line of sight to it to make the attack. Keep track of the amount of movement used to reach the vehicle, as this will determine how far away the unit/figure will be able to move away from the target vehicle before their weapon explodes (assuming they are not using suicide weapons). The target vehicle may Interrupt/React if able to do so, as may other units, within keeping with the normal Overwatch and Reaction rules.

If the unit/figure is able to get within 2" of the target vehicle, the unit/figure must pass a Troop Quality Check to successfully deploy their weapon. If the unit/figure has any movement left (and is not deploying a suicide weapon), it may move that distance away from the vehicle to avoid being caught in the ensuing explosion.

Resolve the attack as normal. The vehicle and any other infantry units within the weapon's blast radius (including the unit/figure that placed it) are attacked by the weapon's Firepower. Other vehicles within the blast radius are not affected.

Suicide weapons automatically kill their bearers regardless of whether their attack scores any hits on their target vehicle.

Suicide attacks by vehicle borne improvised explosive devices (VBIEDs) are resolved in the same manner, but any successful fire attack against the vehicle before it is within range of the target vehicle causes the VBIED to explode harmlessly.

FIREPOWER FOR TYPICAL STICKY BOMBS & SUICIDE VESTS

Improvised Sticky Bomb: 2D (Light Gun)

Sticky Bomb: 3D, 3" radius (Light Gun)

Satchel Charge/Limpet Mine: 4D, 4" radius (Medium Gun)

Suicide Vest: 6D, 6" radius (Medium Gun)

VBIED (car): 8D, 8" radius (Heavy Gun)

VBIED (pickup or van): 10D, 8" radius (Heavy Gun)

VEHICLE WEAPONS VS. INFANTRY

Vehicles may engage infantry units with their mounted weapons. We assume that the vehicle's gunners know their business and switch to the correct type of round to engage infantry targets rather than forcing the player to announce what sort of round he'll be using.

Unless otherwise noted, vehicle weapons use the same number of Firepower Dice against infantry and vehicles.

Weapons with different Firepower ratings vs. infantry or vehicles will have separate Anti-Personnel (AP) and Anti-Tank (AT) Firepower ratings in their descriptions.

Being fired at by a tank's main gun or the scenery-chewing chain-gun of an IFV is a nerve wracking experience. Main guns on an AFV are generally **Intimidating Weapons**.

When particularly powerful vehicle weapons are fired at infantry in buildings, they are more likely to aim at the building itself rather than the infantry scurrying around inside it. A good hit may well bring the building down around the infantry unit's ears and flying shrapnel and blast effects are going to make life hard for them even if the building stays up. To reflect this, any weapon with an unmodified Firepower of 4D or higher that engages infantry in cover in a structure such as a building or a bunker will make a **Building Destruction Check** against the structure rather than fire directly at the infantry unit within.

INFANTRY CLOSE ASSAULT VS. AFVs

Infantry who are not equipped with stand-off anti-tank weapons will sometimes, if desperate enough, attempt to take out an AFV by close assaulting it in an attempt to damage or immobilize it with grenades, Molotovs, gun fire through vision slits, etc. Such attempts are resolved in a manner similar to ordinary infantry vs. infantry close combat, but with a few key differences.

Note that the following rules apply only to Class 2+ vehicles. Close Assaults against Class 1 (soft-skins and civilian vehicles) are resolved as ordinary infantry Close Assaults – most soldiers would rather dismount and fight than try to defend themselves while sitting in the back seat of an unarmored SUV.

Infantry attempting to Close Assault a vehicle must be within a Rapid Move of the target vehicle and make

a Troop Quality Check to follow through on their intention. Even light armored vehicles are intimidating to a man on foot, so the Troop Quality Check is taken with a -1 penalty applied to the die roll (i.e., the unit must roll a 5+).

The vehicle being assaulted must also make a Troop Quality Check (no penalty applies to this check). If the check is successful, it may evade the assault by making a Tactical Move away from its attackers or attempt to repel the assault with gunfire, assuming the vehicle is still capable of movement or fire.

The vehicle's defensive fire is resolved as normal Fire Combat. The vehicle may only use one of its machineguns or grenade launchers in defensive fire – not its main gun (unless that happens to be a machinegun or grenade launcher, of course). If the vehicle is an APC with firing ports or is open topped, up to half the dismounts within may add their Firepower to the vehicle's defensive fire.

If the assaulting infantry take casualties from the vehicle's defensive fire, they must make a Morale Check as usual. A Pinned result aborts the assault. If the unit passes the check, they may be moved into contact with the vehicle.

If the assaulting unit makes it into contact with the target vehicle, they may attack it with a Firepower equal to half their normal Firepower.

The assaulting unit does not receive an Optimum Range bonus nor do they throw any bonus dice for Close Assault weapons. The Abundant Supplies bonus does apply, however, as this indicates the unit has plenty of grenades to devote to the attack. If the unit has Poor Supplies, that penalty also counts.

If the unit is equipped with purpose built anti-tank weapons, such as AT grenades, limpet mines, sticky bombs, or even satchel charges, the full Firepower of those weapons may be added to the unit's halved Firepower.

To resolve the attack, match the assaulting unit's final Firepower against the vehicle's Defense in the same manner as a normal Firepower attack.

INFANTRY CLOSE ASSAULT AT WEAPONS

Improvised AT (Molotovs, Sticky Bombs): +1D

AT Grenades: +2D

Limpet Mines: +3D

Satchel Charges: +4D

If the assaulting unit scores no "casualties" against the vehicle, it is unharmed. If the infantry unit does cause "casualties," the Vehicle Damage Chart is consulted with each casualty counting as a hit against the vehicle. Apply damage results as normal.

If the vehicle scores casualties against the assaulting infantry, the infantry unit must make a Morale Check. If the unit fails its Morale Check, it must abandon its assault and make a Rapid Move away from the vehicle at the beginning of the next turn. If it passes its Morale

Check, it may attempt to continue the assault against the vehicle in the following turn.

If a vehicle crew Bails Out due to a Close Assault, they are immediately engaged in a regular infantry vs. infantry Close Assault in the following turn. Vehicle crews are normally armed with pistols or submachine guns.

This completes the Close Assault against the vehicle for this turn.

If the assaulting infantry unit failed to damage or destroy its target vehicle and wishes to continue the assault in the following turn, it must make another Troop Quality Check. If it succeeds, another turn of Close Assault against the vehicle is fought. If it fails, the infantry unit must move away, making up to a Rapid Move to get into a position of cover (or out of LOS) from the vehicle.

Continue to resolve turns of Close Assault until either the vehicle or the unit assaulting it breaks off or is destroyed. Continuing Infantry vs. Vehicle Close Assaults are the first actions resolved at the beginning of each turn.

Infantry units receive a bonus to their Firepower die for each consecutive round of Close Assault after the first.

Vehicles may not engage in any fire other than defensive fire while being Close Assaulted by infantry.

Vehicles may attempt to break off from a Close Assault at the beginning of any turn by simply making a Tactical move away from their current location. The assaulting infantry unit may "stick" to the vehicle if they are able to make a Troop Quality Check with a -1 penalty to the die roll. If they fail the check (or don't opt to make it), the infantry unit simply remains in place.

AN ARMORED COLUMN ON THE MOVE
(BRITANNIA MODELS)



FIRING INTO AN INFANTRY VS. AFV CLOSE ASSAULT

Units who see a friendly AFV crawling with enemy infantry may fire into the Close Assault to attempt to

break it. Such fire takes place *after* the round of Infantry vs. Vehicle Close Assault has been resolved for the turn.

The Firepower attack is resolved normally, but the unit assaulting the vehicle may only claim a Body Armor bonus to their defense – they are too distracted to make proper use of cover and concealment.

As long as the weapons used in the attempt to “scrub” the assaulting infantry off the vehicle are incapable of harming the vehicle itself, only assaulters may be harmed by the attack. If weapons powerful enough to harm the vehicle are used, an attack is resolved against both the assaulting infantry *and* the vehicle they are assaulting.

VEHICLE ATTRIBUTES

Some vehicles have special attributes that make them stand out from similar vehicles. Special attributes are noted on a vehicle’s card. If an attribute modifies a vehicle’s Firepower, Defense, Movement, etc., that modification will be taken into account on the vehicle card.

GUNS

Some forces make extensive use of towed guns, either anti-tank guns or “infantry” guns (so called for their deployment by and use against infantry). Such guns were particularly popular during the Second World War, where all combatants involved used a wide variety of guns.

In game terms, a gun is very much like a vehicular weapon sans vehicle. They tend to have many of the firing properties of a tank’s main gun, but none of its mobility. Still, they can be very useful under the right circumstances.

TYPES OF GUNS

Guns generally fall into one of two categories (although there is some overlap): Anti-tank guns or infantry guns.

AT GUNS

Anti-Tank (AT) Guns are, not so surprisingly, guns designed to kill tanks. They are generally long barreled and fire something akin to the round deployed by the AFVs they hunt. AT-Guns can be very successful against AFVs, especially when sited in a camouflaged ambush position. Many AT-Guns fire Armor Piercing (AP) rounds that are virtually useless against infantry formations. Some AT-Guns are capable of firing AT rounds *and* High Explosive (HE) rounds that are more useful against infantry targets.

INFANTRY GUNS

Infantry Guns are light guns intended to give extra punch to front-line units. They are generally shorter barreled and fire explosive rounds that are largely ineffective against tanks. Some infantry guns can be broken down into small, packable pieces and are referred to as “Pack Guns” or “Mountain Guns.”

While widely used in World War Two, Infantry Guns have mostly fallen into disuse in modern armies. Organic weapons such as grenade launchers, shoulder launched missiles, and the weapon systems mounted on modern IFVs and APCs have rendered the Infantry Gun largely obsolete.

USING GUNS

PLACEMENT AND MOVEMENT OF GUNS

Most scenarios will indicate where guns should be placed on the table. As a general rule, guns may be placed in the open, in Light to Average Woods, in gun pits, or anywhere else a gun would fit and still have a clear LOS to targets.

Guns are placed at the beginning of the game and may only be moved if they have a vehicle (or draft animals) available to transport them or if they are small enough to be manhandled. Otherwise they must remain where placed for the duration of the game, although

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USING GUNS

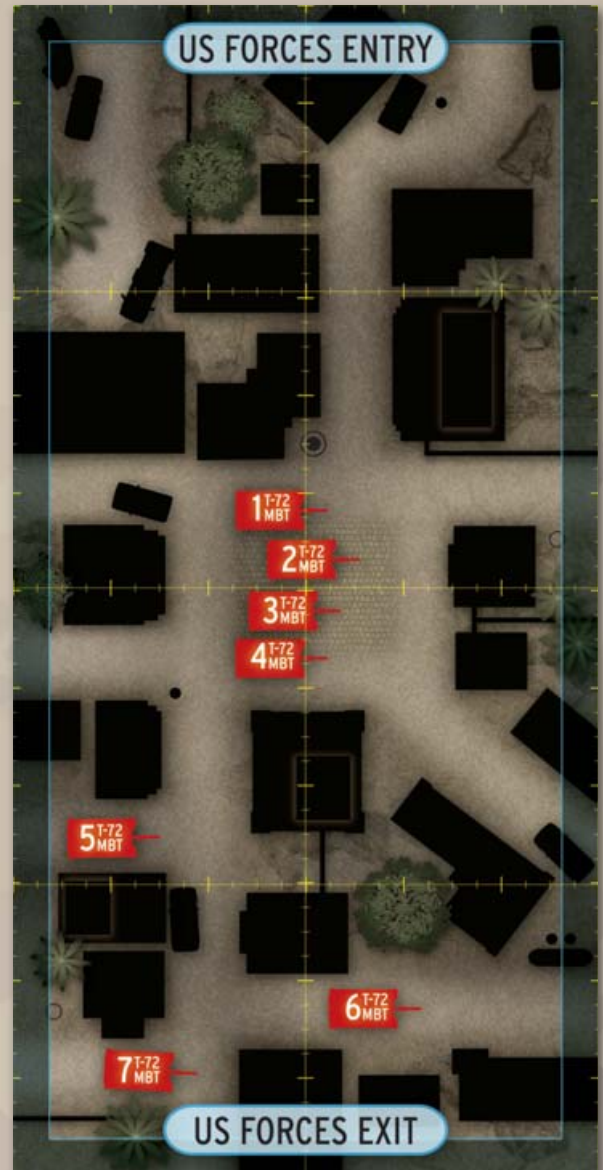
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Guns are placed at the beginning of the game and may only be moved if they have a vehicle (or draft animals) available to transport them or if they are small enough to be manhandled. Otherwise they must remain where placed for the duration of the game, although

their facing can be adjusted up to 45° per turn (or more/less, as indicated by the gun's write-up).

Guns that can be manhandled may be moved up to 4" per turn. Guns may move and fire like ordinary infantry units, but are always treated as if they've made a Rapid Move.



SCENARIO INFORMATION

Duration of Game: 8 turns

Initiative: US Forces retain Initiative for the duration of the game

Special Conditions: None

Fog of War: Normal generation by Reaction Tests

Table Size: 2' x 4'

- **Entry:** Charlie platoon enters here, in a single file initially
- **1-7:** Iraqi T-72 MBTs
- **Exit:** Charlie platoon may only exit the table here

US (2ND PLATOON, CHARLIE COMPANY) MISSION

2nd Platoon must clear the path for the rest of Charlie Company and break through the surprised Iraqi positions. On their way through, they must destroy as many Iraqi tanks and fighting vehicles as possible while minimizing their own losses.

US VICTORY POINTS

- Each Enemy Vehicle abandoned by its crew: 2pts.
- Each Enemy Vehicle Mobility/Firepower Kill (immobilized or main gun knocked out): 3pts.
- Each Enemy Vehicle Destroyed: 5pts.
- Per Friendly Vehicle that exits the board by end of Turn 6: 3pts.
- Per Friendly Vehicle that exits the board by the end of the game: 2pts.

US FORCE

US Basic Force Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D10

2nd Platoon, Charlie Company, TF 1-64

1 x M1A1 MBT Command Tank

3 x M1A1 MBTs

IRAQI MISSION

Destroy or delay the enemy. Halt them before they can roll one meter closer to Baghdad!

IRAQI VICTORY POINTS

- Each Enemy Vehicle abandoned by its crew: 3pts.
- Each Enemy Vehicle Mobility/Firepower Kill (immobilized or main gun knocked out): 4pts.
- Each Enemy Vehicle Destroyed: 6pts.
- No US Vehicles exit the table by game's end: VICTORY!

IRAQI FORCE

Iraqi Basic Force Attributes

Initiative Level: N/A

Confidence Level: Low

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D8

SPECIAL RULES

CAUGHT OFF GUARD

The Iraqi AFVs expected US forces to approach from a different axis of attack. As a result, they were caught off guard and had a difficult time recovering. Iraqi units suffer a -1 to all Reaction Test die rolls for the duration of the game.

AIR MOBILE OPERATIONS

AIR MOBILE TROOP INSERTIONS

The most basic use for helicopters is as combat taxis. They can quickly transport troops to and from the battlefield, inserting them in areas that ground based vehicles can't reach.

Most scenarios begin with any airmobile infantry already on the ground, but some may call for one or more helicopters to land and dismount troops on the table. The scenario will indicate the location of the landing zones (LZs) the helicopter(s) must use for landing. Helicopters *must* land on the turn indicated in the scenario and depart on the following turn.

Helicopters, whether currently on or off the table, are activated like any other unit and have the same range of actions as any other unit during their activation. When Activated, off-table helicopters may enter from any board edge unless a scenario indicates otherwise.

Helicopters can move to any point on the table during their activation.

During an activation in which a helicopter is landing, it is vulnerable to ground fire. Fire against helicopters is resolved in the same way as normal fire against vehicles, but the helicopter damage table is used to determine fire results.



EGYPTIAN PARATROOPER, SUEZ, 1973



BLACK HAWK TROOP CARRIER OVER AL
HAMDANIA, IRAQ, 2003

If a helicopter is fired at and suffers any result other than “CRASH,”

it is able to land more or less safely and dismount its troops. While on the ground, the helicopter may not use its own weapons and must rely on the perimeter established by its dismounts to protect it.

If the landing helicopter is engaged by ground fire and suffers a “CRASH” result, it crash lands on the LZ. Each figure on board must make a successful Troop Quality Check to avoid becoming a casualty.

Once the helicopter is on the ground and its troops have been dismounted, it may still be engaged by opposing units with a line of sight to the aircraft. If fire at a landed helicopter results in a “CRASH” result, the helicopter is too damaged to lift off again and is considered disabled and lost. No other results have any effect on the landed helicopter.

Unless a helicopter crash lands or is disabled on the ground, it must depart the table on the following turn. It may be engaged by ground fire as it departs. Helicopter damage results are applied normally.



Once the helicopter has survived all ground fire directed against it (and reacted to that fire, if desired), it is removed from the table. It may *not* buzz around over the board engaging ground targets like some sort of disposable “gunship lite.”

Helicopters ferry units *off* the table in a similar manner. Extraction zones (EZs) are identified in the scenario and helicopter(s) must land at the EZs on the turns dictated by the scenario. While landing at an EZ, a helicopter is vulnerable to ground fire and may react to it as described above.

After a helicopter has landed at the EZ, infantry may board it in the same manner described for boarding land vehicles. The helicopter must spend a turn on the ground to load passengers and is vulnerable to fire as described for landed helicopters above.

On the following turn, the helicopter must depart the board and is again subject to ground fire.

FAST ROPE INSERTIONS

Air mobile troops often utilize fast rope insertions to enter the battlespace. A helicopter shuttles the troops to their drop point and hovers while they slide down ropes or perform a controlled fall to the ground. Once the troops are landed, the helicopter either withdraws or goes into orbit to provide additional perimeter security.

Performed well, this maneuver can be accomplished very quickly – but it does leave the helicopter a motionless target while the troops disembark.

The following rules describe fast rope insertions in game terms:

Place a marker indicating the point that the troops are disembarking from the helicopter. All figures in the dismounting unit must be placed within 4” of this marker. This represents their landing perimeter. If you are using a helicopter model, you can use its flight stand instead of a marker (helicopter models are not required for play – but they definitely look nice on the table).

Units fast roping/dropping onto the table may do nothing on their first turn but establish their perimeter. They may not move unless forced to Pull Back. They may only React by returning fire.

On the turn that infantry disembark, their helicopter transport is in jeopardy from ground fire. To resolve ground fire against a helicopter making a fast rope insertion, use the **Ground Fire** rules. Helicopters inserting troops by fast rope may exit the table as soon as they’re off-loaded, exposing them to less ground fire than copters that actually land to disembark troops.

Note that helicopters may actually *land* to disembark their passengers in the same manner, but are susceptible to ground fire on the turn they land their troops and the turn they lift off. See **Air Mobile Troop Insertions**, pg. 95.



FAST-ROPING, SOMALIA, 1993

GROUND FIRE

When helicopters are operating low and slow during troop insertions they're subject to infantry fire from the ground – ground fire.

Ground fire against helicopters is resolved in the same manner as regular anti-vehicle fire, although all fire against aerial targets receives a -1 firepower die penalty. Even hovering in place, a helicopter is a difficult target. Helicopters also have their own damage result chart.

Vehicles equipped with Air Defense Radars or using purpose built Air Defense Weapons do not suffer from the -1 Firepower penalty for aerial targets.

Units with a helicopter in sight may fire at it. Helicopter gun crews may react to ground fire as they're approaching or departing their LZ or EZ. They lose a

Firepower die for each reaction in the same way that other units do, but they do not lose any movement.

Note that an aircraft's "Armor" rating also represents its speed, agility, countermeasures etc.

OPTIONAL: AMBIENT FIRE

If players want to reflect a more hazardous air-space for helicopter operation, they may opt to use "Ambient Ground Fire" instead of the direct ground fire previously described.

Ambient ground fire simulates a mass of fire being thrown up at aerial targets from all directions – and not simply from units on the table.

Each time a helicopter makes a troop insertion, lands, or lifts off it is subject to an attack using xD8 firepower. The more overwhelming the ground fire, the larger a number "x" represents.

Here are some guidelines for Ambient Fire:

Sporadic or random ground fire from mixed small arms: 2D8 Firepower

Steady, directed ground fire from mixed small arms and shoulder fired rockets: 4D8.

Overwhelming sheets of small arms and rocket fire or ground troops armed with purpose built ground to air anti-aircraft weapons: 8D8

If Ambient Ground Fire is used, ground units on the table may *not* fire directly at aerial targets – their fire is assumed to have contributed to the Ambient Fire firepower.

The -1 firepower die modification does not apply to Ambient Ground Fire.

Ambient Fire is an optional rule and must be agreed on prior to the start of play.

In extreme circumstances, Ambient Fire could also be applied to any moving vehicle – or even moving squads of infantry. Beware, though, as this sort of environment tends to be quite lethal!



HELICOPTER DAMAGE EFFECTS

AH-64A APACHE, KUWAIT, 1991

If hits are scored against a helicopter, use the same procedure described for regular anti-vehicular fire and consult the tables below:

LIGHT HELICOPTER DAMAGE TABLE			
DIE ROLL	SMALL ARMS & INFANTRY SUPPORT WEAPONS	LIGHT GUN	MEDIUM & HEAVY GUN
1	Ping!	Jink!	Jink!
2	Ping!	Jink!	Withdraw
3	Jink!	Withdraw	Withdraw
4	Jink!	Withdraw	Weapon Damage
5	Withdraw	Weapon Damage	Forced Landing
6	Withdraw	Forced Landing	Forced Landing
7	Weapon Damage	Forced Landing	Crash!
8+	Weapon Damage	Crash!	Crash!

MEDIUM HELICOPTER DAMAGE TABLE

DIE ROLL	LIGHT GUN	MEDIUM GUN GUN	HEAVY GUN
1	Ping!	Jink!	Jink!
2	Jink!	Jink!	Withdraw
3	Jink!	Withdraw	Withdraw
4	Withdraw	Withdraw	Weapon Damage
5	Withdraw	Weapon Damage	Forced Landing
6	Weapon Damage	Forced Landing	Forced Landing
7	Forced Landing	Forced Landing	Crash!
8+	Forced Landing	Crash!	Crash!

HEAVY HELICOPTER DAMAGE TABLE

DIE ROLL	LIGHT GUN	PING!	HEAVY GUN
1	Ping!	Jink!	Jink!
2	Ping!	Jink!	Jink!
3	Jink!	Withdraw	Withdraw
4	Jink!	Withdraw	Withdraw
5	Withdraw	Weapon Damage	Weapon Damage
6	Withdraw	Forced Landing	Forced Landing
7	Weapon Damage	Forced Landing	Forced Landing
8+	Weapon Damage	Ping!	Crash!

HELICOPTER DAMAGE CHART**Table Results**

PING: No damage, but make a Morale Check or Jink.

Weapon Damage: The Firepower for all the aircraft's weapons is cut in half. This may represent damage to weapon systems, injuries to gunnery crew, or damage to the aircraft that renders it an unstable gun platform.

Jink: The aircraft jinks violently to avoid fire and may not make further attacks or disembark troops this turn.

Withdraw: The aircraft withdraws from the airspace for the rest of the turn. It must make a successful Morale Check to return on a following turn.

Forced Landing: The aircraft is forced down in a randomized quarter of the table. All troops and crew aboard must make a Troop Quality Check to avoid becoming a casualty.

Crash: Unless the scenario dictates otherwise, the helicopter crashes off the table. All troops aboard are lost.

CLOSE AIR SUPPORT

Fixed wing aircraft have flown close air support for infantry units since World War Two and have proven to be a potent ally to their muddy friends on the ground. In the late 20th century, helicopter gunships armed with deadly guided missiles joined their faster, fixed wings cousins in raining destruction on armored and infantry formations. The following rules describe how Close Air Support (CAS) works in *Force on Force* – and, on the opposite end of the spectrum, how air defense assets try to clear marauding aircraft from the sky.

It's important to remember that even a large *Force on Force* table represents a very small chunk of real estate in the battlespace. Most airborne attacks will be launched from beyond the edge of the table (in the case of missile attacks or gun runs) or will pass over the table in the blink of an eye, leaving no time for the poor bloody infantry on the ground to respond (in the case of bombing runs).

Most fixed-wing air support operations in *Force on Force* come in the form of “fast burners,” F15s or F16s which streak over head, attack from high altitude and vanish before the enemy knows what hit them. Helicopter gunships rely on the protective embrace of the Nap of the Earth and are able to stealthily launch guided missiles or withering hails of cannon fire from a great distance.

Even “low and slow” workhorses like the A10 Warthog or AC130 Spectre Gunship loiter a safe distance from the battlefield or, in the case of the Warthog, streak suddenly across the sky to unleash devastatingly precise strafing runs on enemy infantry and AFV formations. While their relatively slow speed makes them more vulnerable to air-defense, their speed and/or remote altitude still leave them virtually untouchable by any enemy assets other than specialized ADA.

As a result, attack aircraft, whether fixed or rotary winged, are not represented on the table top in the same way as heliborne troop carriers. Instead, their services are requested by trained unit leaders or specialized Terminal Air Controllers (TACs). If the requested air assets are able to weed their way through the enemy's gauntlet of air defense, they can engage and destroy ground targets the TAC indicates. If not, the TAC has to keep trying.

CONDUCTING AN AIR STRIKE

Airstrikes occur when certain Fog of War cards are drawn or if a scenario indicates that air assets are available to one or both sides.

- An air strike is conducted in four steps:
- The air strike is requested
- The aircraft attempts to reach and locate the target
- If the aircraft reaches and locates the target, the quality of the strike against it is determined
- Damage Assessment

REQUESTING AN AIR STRIKE

Any unit with a Terminal Air Controller (TAC) attached or which has the inherent ability to act as a TAC (USMC Scout/Snipers, for example) may request air support once per turn, assuming the scenario or a Fog of War card indicates Close Air Support is available.

Units requesting air support may not move on the turn they are guiding air assets on target.

To call in an airstrike, the unit must have the proposed target in line of sight and must pass a Troop Quality Check. The Troop Quality Check may be modified.

A force may only attempt to call in one airstrike per turn. It is too hazardous to have more than one aircraft attempting a strike in an area as small as that represented

REQUESTING AN AIRSTRIKE

A TAC must have the target in sight and pass a Troop Quality Check.

The following modifiers apply:

TAC is an Actual Tactical Air Controller (not a regular soldier acting as one): +1

TAC is a Special Forces leader: +1

TAC is a Squad Leader or lower (Only applies to soldiers acting as TACs, not to actual TACs): -1

TAC has target designator (laser painter, IR strobe, etc.): +1

TAC has priority for air support (indicated by scenario): +1

TAC has spotty radio reception (indicated by scenario): -1

If the request is successful, the air strike arrives at the beginning of NEXT turn unless unit has priority air support. If the target has moved out of LOS of the TAC by the time the air strike arrives, no strike is made.

With priority air support, the airstrike arrives immediately after a successful request for air support.

On an unmodified die roll of 1 or 2, air support is no longer available.

by a *Force on Force* table. The type of strike (Strafing Run, Bombing Run, Pylon Gun Run) must be designated when the request for air support is made. Air support may also be pulled at any time as assets are redirected to higher priority targets or aircraft run low on fuel or munitions.

REACHING THE TARGET

To reach the battlespace represented by the gaming table, fixed wing aircraft and helicopters must defeat area air defense assets and/or air superiority fighters.

DETERMINING THE AIR DEFENSE ENVIRONMENT

When it comes to delivering packages of high explosives from low flying, supersonic aircraft, little things like anti-aircraft fire and enemy fighter planes can become a huge distraction. Even with precision guided munitions, it's not easy to hit the target while dodging SAMs or worrying about taking an AAM up the tailpipe!

As a result, requested air strikes are more likely to provide satisfactory results if the pilot delivering isn't dodging much in the way of air defense – in other words,

EXAMPLE AIR DEFENSE ENVIRONMENT RATINGS

No AD: There's nothing on the ground for the aircraft to worry about outside of some wild small arms fire

Light AD Environment: One or more units armed with shoulder fired missiles or one or more light AD guns

Medium AD Environment: One or more medium ADA guns or small missile batteries

Heavy AD Environment: Heavy ADA guns or medium missile batteries. Contested air superiority

Overwhelming AD Environment: Heavy missile batteries. Uncontested air superiority

if the air defense environment is light. The heavier the air defense environment, the more hazardous CAS becomes for everyone involved – other than the enemy.

DETERMINING THE EFFECTIVENESS OF THE AIR STRIKE

Once the Air Defense Environment has been determined, roll on the table below to determine the quality of the air strike.

Roll the pilot's Troop Quality Die on the table below. If the scenario does not indicate the pilot's Troop Quality, it defaults to a TQ of D8. Apply the results immediately. All modifiers are cumulative.

AIR STRIKE EFFECTIVENESS TABLE					
TQ DIE	NO AD	LIGHT AD	MEDIUM AD	HEAVY AD	OVERWHELMING AD
1 or less	Evasion! No Strike!	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed
2	½ Strength Strike	Too Hot!	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed
3	½ Strength Strike	Evasion! No Strike!	Too Hot!	Aircraft Destroyed	Aircraft Destroyed
4	Good Strike	½ Strength Strike	Evasion! No Strike!	Too Hot!	Aircraft Destroyed
5	Good Strike	Good Strike	½ Strength Strike	Evasion! No Strike!	Too Hot!
6	Good Strike	Good Strike	Good Strike	½ Strength Strike	Evasion! No Strike!
7	Good Strike	Good Strike	Good Strike	Good Strike	½ Strength Strike
8	Good Strike	Good Strike	Good Strike	Good Strike	Good Strike
9	Good Strike	Good Strike	Good Strike	Good Strike	Good Strike
10+	Good Strike	Good Strike	Good Strike	Good Strike	Good Strike
+1 For Agile aircraft		+1 If Stealth aircraft	-1 For Slow aircraft	-1 If Enemy has air superiority	

Table Results:

Good Strike: Air/IF Strike hits target(s) with a full strength attack.

½ Strength Attack: Air strike hits target(s) with a half strength attack.

Evasion! No Strike: Air/IF Fighter is forced to take evasive maneuvers and may not perform a strike this turn. Try again next turn. If this result occurs when there is no AD, it represents a false lock on alert, problems with deconfliction, etc.

Too Hot: The air defense environment is unexpectedly active or effective and air assets are withdrawn – no further air strikes available for the requesting force for the duration of the game.

Aircraft Destroyed: An air/IF fighter has been shot down. Treat the downed aircraft as a destroyed vehicle for victory conditions. Air assets are withdrawn – no further air strikes available for the requesting force for the duration of the game.

DAMAGE ASSESSMENT

Aircraft have an inordinate amount of firepower which they are able to deliver with devastating and demoralizing effect against ground forces. Just the proximity of an airstrike can shake the morale of nearby units. The amount and type of damage that an air strike causes is determined by the type of strike performed.

There are three types of Airstrikes: Strafing Runs, Pylon Gun Runs, and Bomb/Missile Runs. Strafing Runs are long, slashing gun attacks across the battlefield, while Pylon Gun Runs can only be performed by gunships with side mounted weaponry and involve the aircraft orbiting a central point and pouring fire onto it. Bomb/Missile Runs deliver a single devastating attack to a specified target on the battlefield. What strike to use depends on the aircraft available and the type of target being struck.

STRAFING RUNS

Strafing Runs involve an aircraft (fixed wing or helicopter) with front facing weaponry performing a slashing, linear attack across the battlefield.

To represent a Strafing Run on the table, nominate an entry point along one of the table edges and exit point on any other table edge. The Strafing Run will engage all enemy units within 6" of the line connecting the exit and entry points.

Vehicles attacked by a Strafing Run are particularly vulnerable because AFV deck armor is relatively thin. Strafing attacks are always resolved against the target vehicle's deck armor.

Aircraft will not fire on enemy units that are within 4" of a friendly unit unless the unit's player voluntarily chooses to do so to fire on enemy in close proximity – see the **Danger Close** rule, pg 105.

All units engaged by a Strafing Run must make a Morale Check. Units that take casualties suffer a -1 Negative Die Shift to their Morale dice until the end of the following turn.

Following a Strafing Run, all units in the same force as the aircraft take any Morale Checks for the rest of the turn with +1 Positive Die Shift to their Morale dice.

The Firepower of the Strafing Run is defined by the type of aircraft designated by the Fog of War card or scenario, but most fighter bombers will attack with a

AT:4/AP:2(M) while dedicated ground attack aircraft will attack with AP:6/AT:4(M).

PYLON GUN RUNS

Pylon Gun Runs involve a helicopter or fixed-wing gunship circling a center point into which they pour fire from side mounted weapons. Such attacks are extremely destructive and terrifying to infantry units.

To represent a Pylon Gun Run, nominate a spot on the table to be the center of the gun run orbit. All enemy units within 8" of this point may be engaged by the circling gunship.

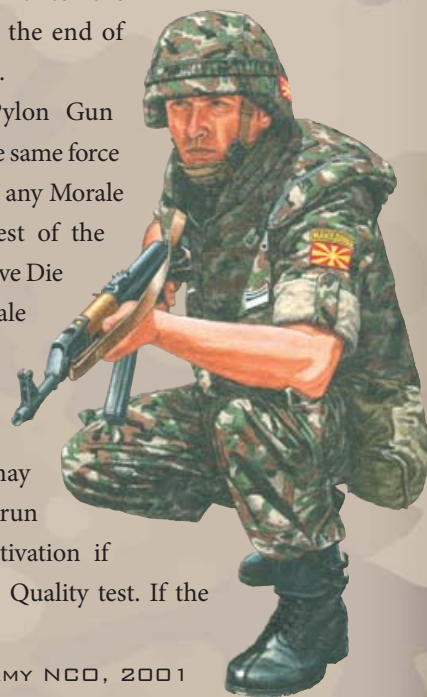
The aircraft may not fire within 4" of friendly units, unless their player volunteers to risk his troops to friendly fire – see **Danger Close**, pg. 105.

Vehicles attacked by a Pylon Gun Run automatically suffer deck hits.

All units engaged by a Pylon Gun Run must make a Morale Check. Units that take casualties suffer a -1 Negative Die Shift to their Morale dice until the end of the following turn.

Following a Pylon Gun Run, all units in the same force as the aircraft take any Morale Checks for the rest of the turn with +1 Positive Die Shift to their Morale dice.

Aircraft performing a Pylon Gun Run may continue the gun run on their next Activation if they pass a Troop Quality test. If the



MACEDONIAN ARMY NCO, 2001

aircraft fails the Troop Quality test, they must be walked back onto target by ground spotters (repeat the Resolving an Air Strike process).

A typical Pylon Gun Run would result in an attack of AP:6/AT:4(H) from a dedicated ground attack gunship. Attack values may vary by aircraft.

BOMBING RUNS/MISSILE STRIKES

Bombing Runs are performed by fixed wing aircraft which drop large amounts of high explosives on a ground target. Missile Strikes involve an aircraft striking a designated target with a missile or salvo of missiles.

To perform a Bombing Run/Missile Strike, the player controlling the aircraft designates a target point on the table for the bomb to hit. Most missiles must be fired against a specific target or targets. Remember that the Danger Close rule applies to Bomb Runs/Missile Strikes when choosing the target point. The strength and effect of the attack may vary with the ordinance dropped. Typical values are:

Light Bomb (250lbs JDAM): AP:8/AT:6(H),
6" radius

Medium Bomb (500lbs JDAM): AP:10/AT: 8(H),
8" radius

Heavy Bomb (1000+ lbs bomb): AP:12/AT:10(H),
10" radius.

MI-24 HIND, AFGHANISTAN, 1980s





F-15E STRIKE EAGLE RELEASES ITS DEADLY PAYLOAD OVER AFGHANISTAN, 2009

ATTACKS SPECIFIC TO HELICOPTER GUNSHIPS

Helicopter gunships can perform slashing strafing runs, missile strikes, and even pylon attacks, but they have some additional arrows in their quiver thanks to their ability to perform a stable hover or pop-up attack.

CHIN GUN SNIPING

Attack helicopters can locate a target at a great distance through their advanced optics, hover, and paste that target with a barrage of deadly accurate fire from their chin gun. When activated, a helicopter gunship can opt to perform a chin gun snipe rather than one of the other available air-strike options. This attack strikes the enemy unit with the Firepower of the gunship's chin gun. Due to the angle and accuracy of the attack, infantry targets loses one die of Defense. Vehicular targets are always struck on their deck. A chin gun snipe is typically an AP:6/AT:3(M) attack.

POP-UP ATTACKS

Helicopter gunships can perform "pop-up" attacks in which they rise briefly above the nap of the earth, unleash a missile, and then duck back out of sight. These attacks are often assisted by spotter helos who paint the target with

a laser designator to increase the accuracy of the attack. Helicopters performing pop-up attacks are difficult for ADA assets to locate and engage effectively. One second they're there, the next they're gone.

A player requesting an air-strike from a helicopter gunship can announce that the gunship will be performing a pop-up attack. The player receives a +1 to his die-roll on the Air Strike Effectiveness Table. If a spotter helicopter is also available, the player receives an additional +1 bonus to his Air Strike Effectiveness die roll (+2 total). The pop-up attack is resolved in the same manner as a Missile Strike.

DANGER CLOSE

"Danger Close" is a term used to describe incoming fire that is likely to cause casualties among friendlies as well as hostiles. Danger Close fire is usually reserved for situations so dire that the alternative to a few casualties is the loss of an entire unit.

In game terms, the Danger Close rules are applied any time indirect fire or aerial fire is directed at a target within 4" of a friendly unit or within 4" of the edge of the radius of effect of an artillery or air strike.

When friendly units are within 4" of indirect or aerial fire, a Danger Close Check must be made to determine if those units suffer any casualties. To perform the check, the players should make an opposed Troop Quality Check. The player makes



ARVN RANGER, VIETNAM, 1968

the air strike rolls based on the Troop Quality of the TAC or unit controlling the air-strike. The opposing player makes the check on a D10. If the unit in jeopardy's Quality Check roll is a 4+ *and* higher than the D10 roll of the opposing player, the friendly unit takes no casualties. If the roll was less than 4 or less than the opposing player's D10 roll, then the results of the friendly fire are determined just as if it were an enemy unit.

Note that the original target of the Danger Close fire is still attacked, meaning that both sides may take casualties if the Danger Close Check is failed.

Being on the receiving end of friendly fire is very disheartening. Any unit struck by friendly fire as the result of a Danger Close attack suffers an immediate -1 Negative Die Shift to their Morale. This Morale drop will remain in place till the end of the next turn.

SHOW OF FORCE

Combat aircraft can be utilized in a manner which does not deliver ordnance on target but can seriously undermine the morale of Irregular troops. When combat aircraft fly low and loud over Irregular positions to rattle their nerves, it is known as a "Show of Force."

All Irregular units on-table must roll an immediate Morale Check at a -1 die roll modifier. Any resulting effects are applied immediately.

A TAC must still talk in the aircraft with a TQ Check however even though no ordnance is expended.

Show of Force can be a very useful tactic against Hidden Irregular units or where Irregular units are too close to friendlies or civilians to deploy weapons systems.

Show of Force can only be conducted with fast air and dedicated helicopter gunships – not with helicopter transports.

EXAMPLES OF GENERIC AIRCRAFT

NAME	STRAFE ATTACK	BOMBING ATTACK	MISSILE ATTACK	PYLON ATTACK	ARMOR
Generic Fast Burner	AP: 4D/AT: 2D(M) vs. Deck	AP: 8/AT: 6D(H)	AP: 4/AT: 4D(H) vs. Deck	N/A	7D8
Generic Ground Attack Fighter	AP: 6/AT: 4D(M) vs. Deck	AP: 10/AT: 8D(H)	AP: 4/AT: 5D(H) vs. Deck	N/A	4D10
Generic Heavy Bomber	N/A	AP: 12/AT: 10D	N/A	N/A	8D10
Generic Fixed Wing Gunship	N/A	N/A	N/A	AP:6/AT: 4D(H) vs. Deck	3D8
Generic Helicopter Gunship	AP: 6/AT: 3D(M) vs. Deck	N/A	AP: 4/AT: 5D(H) vs. Deck OR AP: 6/AT: 4D(L)	N/A	3D10
Generic Helicopter Transport	N/A	N/A	N/A	Med. Support (AP: 4/AT:0)	3D8

ARTILLERY

Some scenarios grant one or both sides access to off board artillery. Off board artillery may take the form of anything from light mortars to a prolonged missile barrage. While the effects of various artillery strikes will vary, the methods for governing them are the same. Artillery, regardless of what form it takes, must be requested by a spotter who must have a clear line of sight to the target to be bombarded.

SPOTTERS AND FORWARD OBSERVERS

Before artillery of any form can splash onto the board, a spotter or Forward Observer (FO) must radio the appropriate artillery unit, request a fire mission, and provide fire control with the correct coordinates for the target.

Unless noted otherwise by a scenario, any regular unit with a leader may request an artillery fire mission, assuming assets are available. Forward Observer figures or teams may also request fire missions.

CALLING IN A FIRE MISSION

Only ONE fire mission request may be attempted per artillery asset per turn. So, for instance, if one force had a light mortar unit and a light artillery unit as assigned assets, they could make two fire mission requests: one for the mortars, and one for the light artillery.

A unit with a forward observer attached may not move while the observer is calling in a fire mission, but they may fire normally or even go on Overwatch. Note that the leader or FO performing the fire mission request may not add their Firepower to any attacks made by their unit. They are too busy on the radio to shoulder their rifle.

CALLING FOR A FIRE MISSION

An FO or leader must have the target in sight and pass a Troop Quality Check.

The following cumulative modifiers apply:

Spotter is an Actual Forward Observer: +1

Spotter is a Special Forces leader: +1

Spotter is a Squad Leader or lower: -1

Spotter is calling for assets other than his own: -1

Spotter has unreliable communications with fire control (designated by scenario): -1

To call in a fire mission, the unit/FO must have the proposed target in line of sight and must pass a Troop Quality Check. The Troop Quality Check may be modified by various factors described below.

The requested salvo will arrive immediately after the successful request for fire.

To avoid confliction, artillery can never be called on the same turn as a friendly air strike or heliborne operation.

The *Danger Close* rules may apply to fire missions called in too close to a friendly ground unit.

Note that these rules may or may not apply to fire missions available to a player through a Fog of War card or scenario assigned assets – the method used to call a fire mission will be described by the card or scenario.

RESOLVING A FIRE MISSION

To resolve a fire mission, designate a center point of impact for the incoming salvo. If the salvo arrives as planned, all infantry units and soft-skin vehicles within the salvo's impact radius take an attack using the salvo's Firepower. Some artillery barrages will also affect AFVs within the radius.

C-RAM

Counter Rocket/Artillery/Mortar (C-RAM) fire can knock down incoming artillery or mortar rounds, protecting friendly units from all or part of an enemy salvo. C-RAM utilizes sophisticated sensors and radar to detect incoming rockets or shells and guides missiles or rapid-fire guns to destroy the incoming munitions.

Scenarios will indicate if any of the involved forces have C-RAM assets available.

When a unit protected by C-RAM is attacked by a rocket, artillery, or mortar salvo, it may roll three additional Defense Dice.

DETERMINE FIRE MISSION EFFECTIVENESS

Unless stated otherwise in a scenario, artillery salvos use a Troop Quality of Trained (D8). The radius and effect of the incoming salvo depends on the type of fire mission called:

FIRE MISSION EFFECTS

- Light Mortar Salvo:** AP:3/AT:0 (3" radius)
- Medium Mortar Salvo:** AP:4/AT:2(L) (4" radius)
- Heavy Mortar Salvo:** AP:6/AT:2(M) (6" radius)
- Light Artillery:** AP:8/AT:2(M) (6" radius)
- Heavy Artillery:** AP:10/AT:2(H) (8" radius)
- Heavy Artillery (AT):** AP:10/AT:3(H) (8" radius)
- Missile Salvo:** AP:12/AT:4(H) (10" radius)

*Artillery attacks affect all vehicles within the blast area and are resolved using the vehicles' **Side** armor rating.*

RESOLVING COUNTER BATTERY FIRE

While C-RAM's goal is to knock down incoming indirect fire, Counter Battery (CB) fire is aimed at destroying the source of that fire. A CB asset may engage any enemy

rocket, artillery, or mortar asset that launches an attack against any unit in its force, unless the scenario dictates otherwise (some artillery may be out of range of the CB assets available in the scenario, for instance). A force with Counter Battery assets has a chance of destroying or suppressing mortars or artillery that engage them.

If a force has Counter Battery capabilities granted by the scenario, any indirect fire from opponent mortars, artillery, or missile artillery will be engaged if they fire upon the protected force's units. Counter Battery (CB) fire has the following effects:

Vs. Off Table Fire: After resolving the fire mission, roll a TQ Check. If successful, enemy loses 1 indirect fire asset.

Vs. On Table Fire: Center a Heavy Artillery strike on the on board indirect fire asset that engaged the protected force.

PUTTING IT ALL TOGETHER: ON THE OUTSKIRTS OF SOME GERMAN TOWN...

Inside the West German Border, 1988

The dreaded day has come and Soviet forces are pouring across the border into West Germany. Bundeswehr and US units are struggling to simultaneously slow the Soviet advance and fall back in good order. All along the front small, desperate actions are fought between ad hoc defenders and East German forces determined to reunite their nation under the communist banner.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Soviet Forces on Turn 1, test for initiative on following turns

Special Conditions:

- Air Defense Environment: Medium. Soviets have Air Superiority. US CAS will be a Fast Burner.
- Ambush: US forces begin play hidden and may conduct an Ambush

fire mission will be described by the card or scenario.

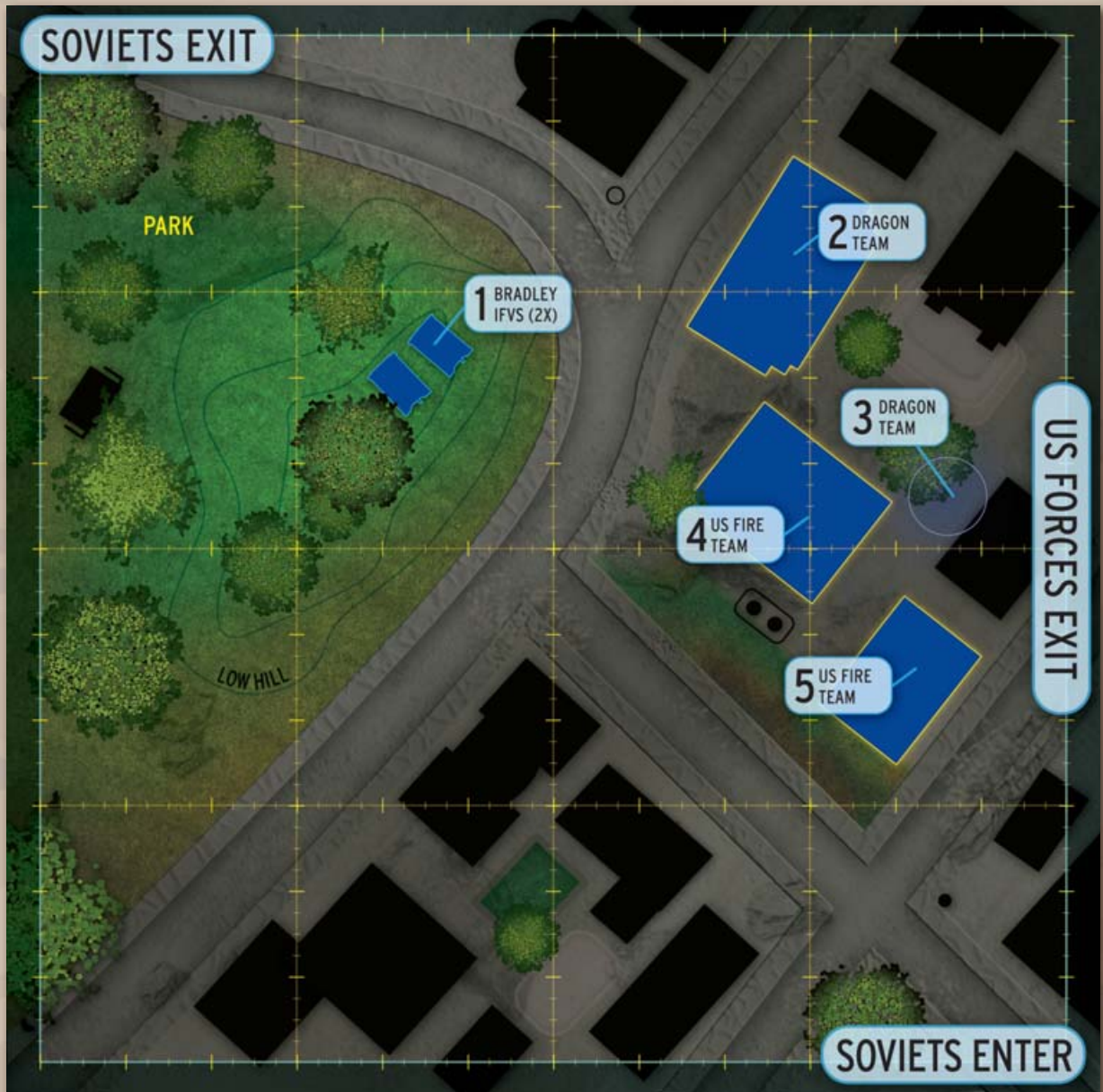
RESOLVING A FIRE MISSION

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radius take an attack using the salvo's Firepower. Some artillery barrages will also affect AFVs within the radius.

C-RAM

Counter Rocket/Artillery/Mortar (C-RAM) fire can knock down incoming artillery or mortar rounds,



- All open areas are littered with rubble.
- All US forces begin play Hidden and In Cover.

NATO MISSION

All across the frontier, small, often ad hoc formations of NATO troops are doing whatever they can to slow the Reds' headlong drive into Western Europe. Every moment the Soviet advance is delayed buys NATO units time to consolidate and prepare to push back.

A small NATO force situated in the outskirts of a small industrial town must slow or stop the advance of the Soviet vanguard and withdraw as much of their force as possible before being encircled or destroyed. To accomplish this, they've set up a classic L shaped ambush. With luck, they can execute a sudden, violent action that causes the Soviet commander to advance more cautiously.

NATO VICTORY POINTS

- Each Enemy Vehicle abandoned by its crew: 2pts.
- Each Enemy Vehicle Mobility/Firepower Kill (immobilized or main gun knocked out): 4pts.
- Each Enemy Vehicle Destroyed: 6pts.
- Each Friendly Vehicle that exits the table edge by the end of Turn 6: 5pts.

NATO FORCE

NATO Basic Force Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D10

Elements of a US Mechanized Infantry Company

2 x Bradley IFVs (A TAC and FO, both with M16, with the IFVs. They can be mounted in the vehicle or dismounted nearby. If dismounted, they can deploy **Hidden**.)

2 x Dismounted Fireteams

Fireteam 1

1 x Team Leader w/M16

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

2 x Riflemen w/M16

Fire Team 2

1 x Team Leader w/M16

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16

1 x Rifleman w/M16

2 x M47 Dragon Teams

Each Dragon Team only has enough missiles for 4 shots. Once those 4 missiles are fired, the team may no longer fire its Dragon. Dragon gunners are also armed with an M16.

Dragon Team 1

1 Gunner w/M47 Dragon (SACLOS Launcher, AP:4/AT:3(H))

1 Assistant Gunner w/M16

Dragon Team 2

1 Gunner w/M47 Dragon (SACLOS Launcher, AP:4/AT:3(H))

1 Assistant Gunner w/M16

WARPAC MISSION

The breakthrough is proceeding as planned despite some difficulties at the on-set. Soviet forces are making deep inroads into the west. If the current pace holds up, strategic objectives may be met within the week.

Do not allow yourself to become bogged down. Bypass any enemy formation you cannot defeat. Identify NATO strong points and pass them on to the units behind you.

WARPAC VICTORY POINTS

- Each Enemy Vehicle Mobility/Firepower Kill (immobilized or main gun knocked out): 2pts.
- Each Enemy Vehicle Destroyed: 4pts.

- Each Friendly Vehicle that exits the table edge indicated on the map by the end of Turn 6: 5pts.

WARPAC FORCE

WARPAC Basic Force Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D10

1 x BRDM-2

1 x T-72 MBT

Motorized Rifle Platoon

Platoon HQ in BMP-1

Platoon Leader w/AKM

3 x Riflemen w/AKM

1 x Gunner w/PKM (Med. AP:2/AT:0)

1 x Gunner w/Sagger AT-3 (MCLOS Launcher, AP:4/AT:3:(H))

Squad 1 in BMP-1

Rifle Team 1

2 x Riflemen w/AKM

1 x Grenadier w/UGL (Lt. AP:1/AT:0)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

Support Team 1

2 x Riflemen w/AKM

1 x Gunner w/PKM (Med. AP:2/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1D(M))

Squad 2 in BMP-1

Rifle Team 2

2 x Riflemen w/AKM

1 x Grenadier w/UGL (Lt. AP:1/AT:0)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

Support Team 2

2 x Riflemen w/AKM

1 x Gunner w/PKM (Med. AP:2/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M))

Squad 3 in BMP-1

Rifle Team 3

2 x Riflemen w/AKM

1 x Grenadier w/UGL (Lt. AP:1/AT:0)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

Support Team 3

2 x Riflemen w/AKM

1 x Gunner w/PKM (Med. AP:2D/AT:0)

1 x Gunner w/RPG (Med. AP:2D/AT:1D(M))

SPECIAL RULES

N/A

OPTIONAL RULES

NIGHT FIGHTING

Play the scenario at night. All vehicles in both forces have night vision, as do US infantry units. Soviet infantry units do not have night vision.

ASYMMETRIC ENGAGEMENTS

“The future isn’t ‘Son of Desert Storm,’ but the stepchild of Somalia and Chechnya.”

– General Charles C. Krulak, USMC

A game that pits Regular forces against Regular forces, even if one side includes units of Irregulars, is considered a **Kinetic Operations** game. Games that involve a Regular force against a purely Irregular force is an **Asymmetric Engagement**.

Regular forces follow the rules already laid out in the **Kinetic Operations** section. Irregular forces abide by some slightly different mechanics described in the following sections.

IRREGULAR UNITS

Irregular units suffer some shortcomings not shared by more professional standing forces. These tactical “warts” give irregular units a lot of character and make them a challenging force to field. Don’t be deceived, though, irregulars aren’t push-overs. They’re generally highly motivated (translating into high morale) and have a tendency to be drawn in hordes by the sound of gunfire.

IRREGULAR UNIT COMMAND ISSUES

Irregular units do not have a flexible command structure. Nor have they been formally trained

to react doctrinally to battlefield challenges. As a result, Irregular units require close supervision. Otherwise, they may spend much of the battle hunkered down behind cover trying to decide what to do.

This supervision can take one of two forms. An Irregular unit must have a trustworthy leader attached or be within Supervision Range of a Regular Unit that acts as its “mentor” on the battlefield. Without an attached leader or proper supervision from a Control Unit an Irregular unit may only be activated if it passes a Troop Quality Check.

LEADERS ATTACHED TO IRREGULAR UNITS

An Irregular unit may be led by a Regular or Irregular leader. The leader must be attached to the unit, that is to say, it must be part of and maintain cohesion with the unit.

As long as an Irregular unit has a leader attached, it may be activated like any other unit. If an Irregular unit’s leader becomes a casualty, that unit must pass a Troop Quality Check to be activated. Failure indicates that the unit must remain in place and may only React if fired on.

Free-roaming leaders or leaders who are the last survivor of their unit may opt to join an Irregular unit. See **Leaders Joining a Unit**, pg. 28.

IRREGULAR UNITS IN SUPERVISION RANGE OF A REGULAR UNIT

Irregular units may be found fighting alongside Regular units in either **Kinetic** or **Asymmetric** engagements.



MUJAHIDEEN, AFGHANISTAN, 1981

For best performance, an Irregular unit must be within 6" and line of sight of its Control unit. Radio communication is not sufficient – without the comforting sight of their Control unit, Irregular units tend to hunker down in place at best or, at worst, take to their heels.

Irregular units within supervision range and LOS of their Control unit may be activated normally, regardless of the presence of a leader in the unit. They may also freely interrupt or react whether they have a leader attached or not. For all intents and purposes, they act like Regulars.

Irregular units that are farther than 6" from their Control unit or out of LOS with it may only be activated if they have a leader attached or pass a Troop Quality Check. If they do not have a leader attached and fail their Troop Quality Check, they must remain in place and take no other action. They may still React if fired upon, however.

If an Irregular unit's Control unit is wiped out or becomes combat ineffective, its Morale automatically suffers a -1 die shift. It is treated as a leaderless Irregular unit until a leader joins it or a Regular unit takes it under control by moving into cohesion with it.

LEADERLESS IRREGULAR UNITS

If an Irregular unit has no leader attached and is not in both supervision range and LOS of its Control unit, it must make an Activation Check in order to take any form of independent action. The unit must roll a 4+ on its Troop Quality die in order to be activated or React in the turn.

Irregular units with leaders attached and/or in both supervision range and LOS of their Control unit can automatically Activate or React and do not need to make this check.

IRREGULAR ACTIVATION TEST

Without Leader or out of Supervision Range: 4+ on Troop Quality Die

With Leader or in Supervision range & LOS of Control Unit: No Roll Required

IRREGULAR ACTIONS/REACTIONS

Irregular units may only React once per turn. They may only move or fire once per turn. They may not be placed on Overwatch. Irregular units who React to a Regular units may not be activated in the End Phase.

IRREGULAR MORALE

Irregular Morale Checks are performed in the same manner as Morale Checks for regular units, but the events that trigger them are slightly different, as are the effects.

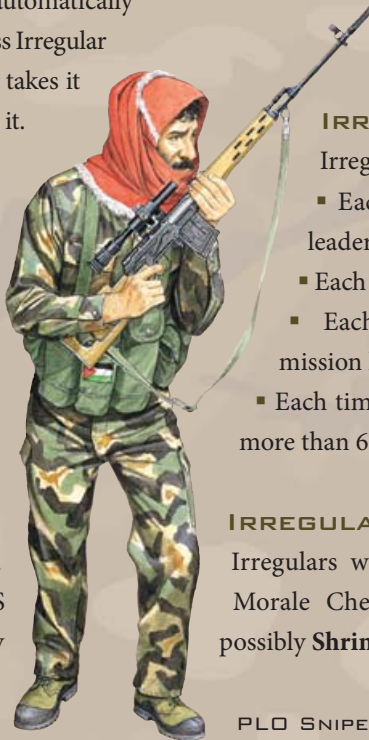
IRREGULAR MORALE CHECKS

Irregulars take a Morale Check:

- Each time an Irregular unit without a leader is fired upon.
- Each time an Irregular unit takes casualties.
- Each time an air strike or Regular artillery mission hits within 6".
- Each time the Irregular unit's Control Unit is more than 6" distant or out of LOS.

IRREGULAR MORALE EFFECTS

Irregulars will respond in one of two ways to Morale Checks. They will either **Stand** (and possibly **Shrink**) or be **Shaken**.



PLO SNIPER, LEBANON, 1982

Stand Result: If an Irregular unit makes a Morale Check and the number of Successes (4+) is greater than the number of Failures, the unit's morale holds, but they may still **Shrink**.

Shrink Result: Some Irregular units are subject to "shrinkage." Members of such units may desert if the situation becomes too intense for them. Scenarios indicate whether or not Irregular units are subject to shrinkage. As a general rule, insurgent units, dragooned militia, and other conscripts are likely to shrink.

Irregular units that are forced to take a Morale Check may Shrink, even if they pass the check. This represents the tendency for less motivated members of an Irregular unit to show the better part of valor when the fighting really starts.

Any time an Irregular unit makes a Morale Check, any figures in the unit that roll a "1" on their Morale Die are removed from play. Irregular Special Weapons figures are always the last to be removed due to "shrinkage."

Irregular leaders are never removed in this manner. They are too devoted to the cause to "shrink" from combat.

Shaken Result: Irregular units that fail a Morale Check (i.e., they roll more Failures than Successes on their Morale Check) are Shaken. The Morale level of a Shaken unit is reduced by 1 level (i.e., a unit with a Morale Die of D10 that becomes shaken has its Morale Die reduced to a D8). Units whose Morale Die is reduced below a D6 have broken and are removed from play.

Shaken units must move to cover if they have any movement left. They may not move towards the enemy while seeking cover.

Shaken units must spend the duration of the next turn recovering their will to fight. Any movement they make must be away from the enemy and they may not engage enemy units with fire or close combat attacks.

HOPPED UP UNITS

Many irregular units fortify themselves with various drugs before entering combat, generally stimulants.

In game terms, there are two types of stimulants: mild and strong.

Mild stimulants, such as cocaine in small amounts or the "khat" chewed by hired gunmen in Mogadishu, boost a unit's aggression and sense of confidence.

In game terms, irregular units under the influence of mild stimulants may attempt to interrupt even if they have no leader attached and are not subject to "shrinkage" due to Morale Checks.

Strong stimulants, such cocaine in large amounts or artificial adrenaline, have all the effects of mild stimulants and also instill a sense of invulnerability and blunt the effects of shock and trauma.

In game terms, irregular units under the influence of strong stimulants may attempt to interrupt even if they have no leader attached and are not subject to "shrinkage"

EXAMPLE VARIANT: SOMALIAN KHAT

Many, if not most, Somali militiamen spend the morning chewing a natural stimulant called "khat." While riding the up-swing of this drug, users feel artificially energetic, alert, and aggressive. On the down-swing, they become depressed, tired, and lethargic.

In game terms, a unit under the influence of khat is more aggressive during daylight scenarios. During the day, khat chewers are not required to make a Quality Check to interrupt, even if they have no leader, nor are they subject to Shrinkage.

At night, khat chewers must make a Quality Check to interrupt even if they have a leader present and their Morale is reduced by one die type.

due to Morale Checks. They throw an extra Defense die to represent their ability to shrug off all but the most grievous of injuries, but lose a Firepower die due to their wild and undisciplined fire.

Units under the influence of stimulants are identified in scenario briefs or the insurgent reinforcement table.

PLAYING AN ASYMMETRIC ENGAGEMENT

Asymmetric engagements are played in the same way as normal games with a few key exceptions:

INITIATIVE

The regular force *always* has the initiative in an Asymmetric Engagement. Initiative Checks are not required.

INSURGENCY LEVEL

Asymmetric Engagements have an associated Insurgency Level. The Insurgency Level is an indication of how strong a presence the insurgents have in the local area and helps determine the likelihood of insurgent reinforcements and civilian compliancy.

The Insurgency Level will range from 1 to 6, the higher the rating, the stronger the local insurgency.

IRREGULAR REINFORCEMENTS

Asymmetrical Engagements generally involve an irregular force that is regularly reinforced, often via Hot Spots. Reinforcements may be automatic or may require a roll versus the scenario's Insurgency Level.

INSURGENCY LEVEL AND REINFORCEMENTS

When a scenario calls for an Insurgency Level test to determine if the irregular force receives reinforcement, the irregular player rolls a D6 and compares his score to

the Insurgency Level. If the die roll is equal to or less than the Insurgency Level, reinforcements arrive. If it is higher, no reinforcements arrive.

BUILDING CLEARING

In most scenarios, buildings that are not occupied by enemy figures may be freely entered by either side. Some scenarios, particularly those revolving around an asymmetric engagement, call for regular forces to "clear" any apparently unoccupied building they enter. In those instances, use the rules below.

BUILDING CLEARANCE MODIFIERS

Modifiers are cumulative.

Leader above fireteam level participates in building clearing: +1

For every 5 figures participating in the clearance: +1

Clearing group spends a turn "stacking" to clear the building: +1

Clearing unit possesses special equipment or is specifically trained for clearing operations: +1

If 3 or less figures participate in the clearance: -1

If clearing unit doesn't spend a turn "stacking": -1

Note that House Clearing rules only apply to buildings that are *not* occupied by enemy figures. If enemy figures are present in a building, it must be captured by removing the figures through the normal rules governing fire combat or close assault.

To clear a building, follow the steps below:

- Regular player declares which building will be cleared, how many figures will perform the clearance, and any modifiers applicable.

- Roll 1D6.
- If the roll is greater than the scenario's Insurgency Level, the building is empty of hostiles. The unit loses the rest of its turn clearing the building, but has no chance of taking casualties. The building is cleared.
- If the roll is equal to or less than the scenario's Insurgency Level, roll the clearing unit's Troop Quality Die, add/subtract the modifiers listed, and consult the Building Clearance Table.

STACKING

In military and police parlance, the term "stacking" refers to forming up for a rapid, shock inducing entrance. Members of the entry team line up in a "stack" by the door and enter the room in a concerted rush. Each member of the stack has a specific duty to perform and an area to cover with his weapon. The entrance is generally so loud and violent that defenders within a room are stunned for a split second or so, giving the assault force the initiative.

For game purposes, simply line a unit's figures up against a wall of the building it is attempting to clear. On the following turn they may assault the building and receive the benefit of the stacking bonus.

PUTTING IT ALL TOGETHER: CONTRACTING TROUBLE!

This scenario introduces the basic concepts of the asymmetric engagement. Insurgent forces are all Irregulars and reinforce from Hot Spots. USMC units are Regulars and will have initiative throughout the game.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: USMC has Initiative for duration of game

Special Conditions:

- Asymmetric Engagement
- Insurgents Reinforce from Hot Spots at start of each turn after the first

Fog of War: Normal generation by Reaction Tests

Table Size: 2' x 2'

- **M:** Partial Marine Squad Entry Zone
- **C:** Contractors and wrecked SUV
- **1:** 6 x Insurgents w/Small Arms
- **2:** 4 x Insurgent Leaders
- **3:** 1 x Insurgent w/RPG (Med. AP:2/AT:1(M))
- **4:** 1 x Insurgent Leader, 1 x Insurgent w/RPG (Med. AP:2/AT:1(M))
- **5:** 1 x Insurgent w/RPG (Med. AP:2/AT:1(M))

USMC MISSION

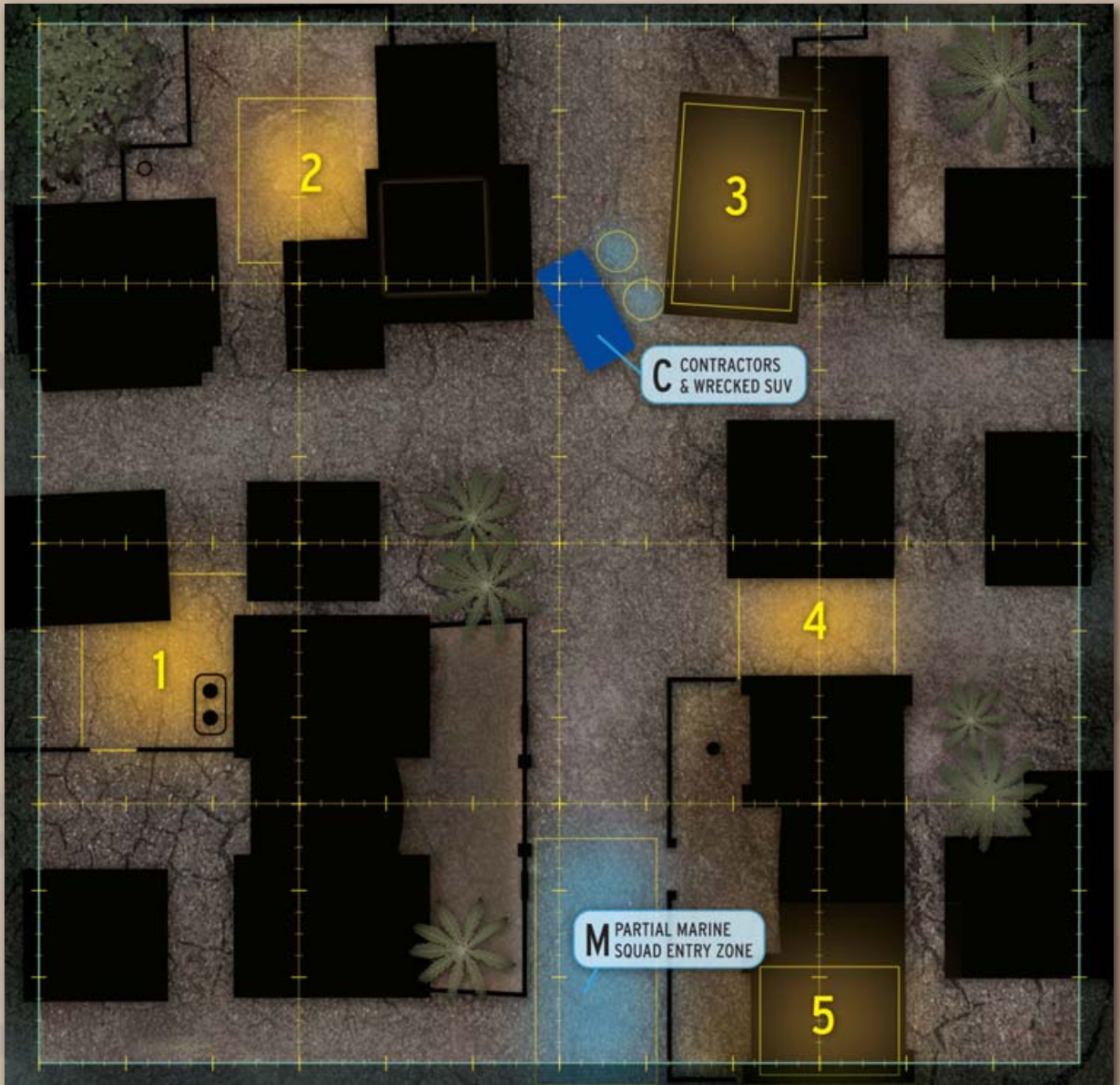
An SUV carrying two civilian contractors was hit by gunfire as it moved through a neighborhood in one of the city's red zones. UAV footage indicates that the contractors are injured but alive. The contractors have held the small group of Insurgent gunmen who attacked their vehicle at bay for nearly a quarter of an hour, but more armed men have been spotted converging on the disabled SUV.

A squad of US Marines is in the vicinity and can be on-site within the hour.

The Marines must locate the contractors and escort them off the south or west table edge. The contractors are wounded and out of ammunition by the time the Marines arrive on the table and may not fire on the Insurgents. It is important to keep Marine losses to a minimum!

USMC VICTORY POINTS

- Per contractor escorted off the table by Marines: 5pts.
- Marines leave no friendly Casualties or POWs behind: 5pts.



The Insurgency Level will range from 1 to 6, the higher the rating, the stronger the local insurgency.

IRREGULAR REINFORCEMENTS

Asymmetrical Engagements generally involve an irregular force that is regularly reinforced, often via Hot Spots. Reinforcements may be automatic or may require

a roll versus the scenario's Insurgency Level.

INSURGENCY LEVEL AND REINFORCEMENTS

When a scenario calls for an Insurgency Level test to determine if the irregular force receives reinforcement, the irregular player rolls a D6 and compares his score to

Fire Team 2

- 1 x Fire Team Leader w/M16
- 1 x Gunner w/SAW (Lt. AP:1/AT:0)
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16

INSURGENT MISSION

Prevent removal of contractors from the table. Due to poor command and control, the Insurgent player *may not* attempt to seize or kill the contractors before the US Marines reach them.

INSURGENT VICTORY POINTS

- Per Marine Wounded: 1pt.
- Per Marine killed: 2pts.
- Per captive held at end of game (Contractor or Marine POW): 5pts.

INSURGENT FORCE

Insurgent Basic Force Attributes

- Initiative Level:** N/A
- Confidence Level:** Confident
- Supply Level:** Normal
- Body Armor:** N/A
- Troop Quality/Morale:** D6/D12

Insurgent Reinforcements

The Insurgency Level of this game is “Automatic.” New Insurgent reinforcements automatically arrive at the end of each turn. To determine what sort of “reinforcements” arrive, roll 2D6 and consult the table below:

Roll 1D6 for Insurgent units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.

REINFORCEMENT TABLE

DIE ROLL (2D6)	REINFORCEMENTS RECEIVED
2	1D6 w/Small Arms + 1 w/Lt. Support (AP:1/AT:0)
3	1D3 + 1 w/RPG (Med. Support, AP:2/AT:1(M))
4	1D6 w/Small Arms & ROLL AGAIN
5	1D3 w/Small Arms + 1 w/RPG (Med. AP:2/AT:1(M))
6	1D6+2 w/Small Arms
7	1D6 w/Small Arms, +1 Leader +1 w/Lt. Support (AP:1/AT:0)
8	1D6+2 w/Small Arms
9	1D6 w/Small Arms & ROLL AGAIN
10	1D3 w/Small Arms + 1 w/Lt. Support (AP:1/AT:0)
11	1D6 w/Small Arms + 1 Leader + 1 w/RPG (Med. AP:2/AT:1(M))*
12	2D6 w/Small Arms
*Roll 1D6 – a roll of 5-6 indicates an AT RPG (Hvy. AP:3/AT2(M))	

SPECIAL RULES

MOVING THE CONTRACTORS

Regulars may move the contractors upon contact – in other words, as soon as a Regular figure comes in contact with one of the Contractor figures, the Contractors are absorbed into the Regular figure’s unit as Dependants. The Regular unit may continue moving if it has any movement left and may fire as normal if it has not already fired.

Insurgents may not move the Contractors at all. They may only prevent units containing the Contractors from moving off the board or capture them in Close Assault. The Contractors cannot become casualties if the unit they are Dependent to is fired on.

OPTIONAL RULES

CIVILIAN MOBS

Place 3 civilian mobs on the board. No mob may be within 8” of the contractors at the beginning of the game.

ADVANCED RULES FOR INFANTRY COMBAT

ADVANCED WEAPON RULES

CS GAS

CS Gas, or “tear gas,” is a tried and true method of driving opponents out of covered positions while simultaneously reducing their combat effectiveness. Scenarios will indicate if any dismount units involved have CS hand grenades or if any vehicles are equipped with CS grenade launchers.

Infantry units deploying CS hand grenades must be within optimum range of their target. CS fired from a vehicle’s CS Grenade Launcher may be fired at any target within LOS.

Infantry units may deploy CS and fire in the same turn, but both attacks must be against the same enemy unit. The unit suffers a -2 die penalty to its normal Firepower attack on a turn in which it deploys CS.

CS has a “Firepower” of 6D. Resolve a 6D attack against the defending unit as normal, but disregard any cover modifiers. Every hit on the unit forces a Morale test. Multiple hits reduce the unit’s Morale dice type by one step for every hit (to a minimum of D6). Units that fail the Morale test must move to alternative cover, even if already in cover, and count as pinned.

Units attacked by CS gas also suffer a -1 Negative Die Shift to their Troop Quality and Morale. Neither may be reduced below D6, however.

If the target unit has gas masks, it may make a Troop Quality Test when attacked with CS. If the unit passes the test, the CS has no effect upon it. Units already in MOPP suits at Level 3 are unaffected by CS gas.

CLAYMORES

Units equipped with Claymores may utilize them to attack an enemy force moving within line of sight.

A unit with Claymores may use them to attack the enemy either in its own turn or as a reaction to enemy movement. The unit may ‘fire’ a Claymore at any enemy unit that comes within twice Optimum Range (this represents the distance at which remotely detonated claymores could be triggered from ambush positions).

The firing unit must make a successful Troop Quality test to fire the Claymores. If successful, the target unit takes an AP:8D8/AT:3D8(L) firepower attack.

If the unit fails this test, it may try to trigger a claymore again in subsequent turns.

Units may only use their Claymores once per game unless a scenario indicates otherwise.

Example: *An American SEAL Team (TQ D10) has set up a hasty ambush by a mountain trail. A Taliban unit moves to within 20" of the American unit and the player decides to use his claymores. The SEALs pass their Troop Quality test and successfully fire the claymores at the Taliban, who suffer an 8D8 firepower attack.*

FLAMETHROWERS

Flamethrowers are fearsome weapons which are terrifyingly effective at burning infantry out of fortified positions. Flame’s ability to penetrate cover coupled with its overpowering psychological effect make flamethrowers ideal weapons for dislodging even the most determined foes from bunkers, tunnels, and other fortified positions.

Flamethrowers can be a double-edged sword, though. Their tanks of volatile fuel are quite likely to immolate

their bearer if punctured by enemy fire, a fact that is never very far from most flamethrower men's mind.

Flamethrowers may only be fielded by units classified as Regulars. Flamethrowers are **Intimidating Weapons**.

Flamethrower attacks are resolved separately from any other attacks made by the unit to which they are attached – in other words, the flamethrower's Firepower dice are not pooled with its unit's small arms or support Firepower dice.

Flamethrowers ignore all Cover and Armor dice. A unit attacked by a flamethrower may only use its basic Defense. Any unit attacked by a flamethrower must make a Morale Check whether the attack causes casualties or not. If the unit fails its Morale Check, it automatically suffers a Pull Back result.

Casualties caused by flamethrowers are usually fatalities. Instead of the regular First Aid Check for flamethrower casualties, roll a D6. On a roll of 6 the casualty is only singed and breathless and may return to combat. All other results indicate a fatality.

Units with flamethrowers attached must make a Morale Check every time they are fired at, whether they take a casualty or not. Receiving fire with a canister of flammable materials on one's back is not a comfortable feeling.

If a flamethrower equipped unit takes casualties and the figure carrying the flamethrower is determined to be among them, roll a D6. On a roll of 1 the flamethrower explodes and subjects the unit to a flamethrower attack with a Firepower of 8D6.

Flamethrowers may be either man-portable or vehicle mounted. Man-portable flamethrowers have a maximum range of 8". They do not receive an Optimum Range bonus. Vehicle mounted flamethrowers have a maximum range of 12" and also do not receive any Optimum Range bonus. Flamethrower teams do not receive a Weapon Team bonus.

FLAMETHROWERS

Man-Portable: 8" Max Range, 6D Firepower

Vehicle Mounted: 16" Max Range, 10D Firepower

Flamethrowers ignore cover dice

No Optimum Range Bonus

No Weapon Team Bonus

May only be fielded by units with a Troop Quality of Trained or higher

Flamethrowers are Intimidating Weapons

FLAMETHROWERS AND BUILDINGS

Flamethrower attacks against infantry in buildings have a chance to ignite the building. Non fortified and lightly fortified buildings catch fire on a D6 roll of 4 or higher. Medium and heavily fortified buildings are flame resistant and will not ignite.

Infantry units must evacuate a burning building on their next activation. Treat the burning building as inaccessible for the rest of the game.

FLAMETHROWERS AND AFVS

Flamethrowers may attack tanks and other AFVs, but with a reduced Firepower. Flamethrowers lose one Firepower die when used against vehicles. Resolve the attack as any other anti-vehicle attack, but roll to see if the vehicle catches fire whether the attack damages it or not.

On a D6 roll of 1, the vehicle is ignited and its crew must make a Troop Quality Check to douse the flames. If they fail, they must Bail Out and the vehicle is considered to be destroyed.

ON-BOARD MORTARS

Forces often have the support of off-board mortars in the form of mortar teams some distance away that are



US 120MM MORTAR IN ACTION, IRAQ, 2009

responding the force's calls for fire. Mortar teams can occasionally be fielded on the table as well.

Small mortars that are homogenous to an infantry squad or fireteam, such as the 50mm mortar used by Britain, are treated as normal Medium Support Weapons.

Light mortar teams may be deployed on the table. On table light mortar teams are treated as Weapon Teams. When firing at a target that is out of their LOS, on board mortar teams use the same fire request rules as off-board mortars and artillery. On board mortars may engage enemy units in their LOS without going through the call for fire sequence.

Light mortars have a No Fire Zone of 18." They may not be fired at enemy units that are 18" away or *closer*.

On board mortar teams may also direct lay their mortars at enemy units within line of sight and beyond the mortar's No Fire zone of 18." Direct Lay fire suffers a -1 die Firepower penalty.

If fired upon directly by enemy units, the mortar team may react in the same way as any other unit. If attacked by an enemy unit that is within their No Fire Zone, the mortar team may reply with small arms fire.

On board mortar teams may go on Overwatch but *do not* receive the +1 bonus to their Reaction Die roll.

Medium or Heavy Mortar teams may be placed on the table as part of a scenario. They are normally placed as scenario objectives, because neither type of mortar may normally fire at targets on the table.

If a scenario permits, Medium Mortars may be direct layed at enemy units. Medium Mortars have a No Fire Zone of 24."

Heavy Mortars on the table are always present as objectives only and may never be fired at on table units.

SPECIAL BATTLEFIELD HAZARDS

NBC WARFARE & MOPP SUITS

The awful specter of Nuclear, Biological, and Chemical warfare (NBC) continues to hang over the battlefields of the modern era. Beyond the horrifyingly obvious impact of mass casualties (military and civilian), just the threat of these weapons can influence the prosecution and outcome of an operation.

WARPAC TROOPS IN NBC GEAR, SOMEWHERE IN GERMANY, 1980s (ELHEIM MINIATURES)



A force that believes it may be subjected to an NBC attack will take precautions to provide its troops with as much protection as possible. Unfortunately, this protection is often a hindrance to normal operations and may make their troops more vulnerable to conventional attacks.

NBC protective suits, called MOPP (Mission Oriented Protective Posture) suits in the US military, are hot, cumbersome over-suits with a charcoal lining. When the protective booties, gloves, and mask are added, an uncomfortable ensemble is created which hinders movement, breathing, and vision. The impact on combat effectiveness is obvious.

MOPP Levels

There are five MOPP protection levels. Their effects on unit combat effectiveness are described below:

At MOPP Level 0, troops have their masks handy in carriers and their other MOPP gear is somewhere near at hand – units incur no penalties in this posture.

At MOPP Levels 1 (troops wear their protective suits) and 2 (troops wear their suits and booties), units suffer a -1 to all Reaction Tests.

At MOPP Levels 3 (troops wear mask, suits and booties) and 4 (troops wear entire ensemble), units suffer a -1 to all Reaction Tests and their Optimum Range is reduced by half.

Scenarios will indicate what the current MOPP level is and when/if it will increase. Unless stated otherwise, assume the MOPP level is 0.

OPERATING IN AN NBC ENVIRONMENT

Combat in an NBC environment can be extremely lethal. A bad mask filter, a torn suit, a poorly tied boot – any of these minor mishaps might result in serious injury or death. The plight of the wounded is particularly grave – the same bullet or chunk of

shrapnel that caused their wound has also compromised their protective suit!

If a scenario indicates that it is taking place in an NBC Environment, make a Contamination Test for each wounded figure before resolving their First Aid Check.

NBC CONTAMINATION TEST

Make a Troop Quality Check for the casualty:

Pass: Move on to appropriate First Aid Check.

Fail: Figure is KIA

MINES AND IEDS

Throughout the modern era, regular armies have made extensive use of mines and irregular or insurgent forces have shown an even greater reliance on booby-traps and improvised explosives.

MINES AND MINEFIELDS

Some scenarios will indicate an area of the table has been mined. Fog of War cards may also allow a player to declare an enemy unit has encountered mines. While the scenario or Fog of War card will normally indicate a unit's chance of detonating a mine, the following rule of thumb applies to units in or moving through a minefield:

MINE RATINGS

Light AP Mine: AP 3/AT 0

Heavy AP Mine: AP 5/AT 1 (As Light Gun)

Light AT Mine: AP 2/AT 3 (As Light Gun)

Heavy AT Mine: AP 0/AT 5 (As Medium Gun)

Hybrid Mine: AP 3/AT 3 (As Light Gun)

Infantry units attacked by mines may only claim their Armor Dice against the attack.

If a unit enters a minefield or begins a turn in a minefield, it must pass a Troop Quality test or suffer a mine attack (see **Mine Ratings** above). The following cumulative modifiers are applied to the die roll:

- Unit/Vehicle Moved Rapidly this Turn: -1
- Unit/Vehicle Stationary this Turn: +1
- Light Concentration of Mines: -1
- Medium Concentration of Mines: -2
- Heavy Concentration of Mines: -3

Mines fall into three categories: Anti-Personnel, Anti-Tank, and Hybrid. Most mines have a separate anti-personnel and anti-tank rating.

Anti-Personnel Mines

The primary purpose of the anti-personnel (AP) mine is to injure enemy combatants. They accomplish their task through a variety of methods, including simple blast fragmentation, “pop-up” attacks, and directed blast fragmentation. While AP mines are very effective against people, they’re not very effective against vehicles.

Anti-Tank Mines

Anti-Tank (AT) mines are designed to hunt vehicles and generally require a larger amount of pressure to detonate than an AP mine. As a result, infantry and even light vehicles can pass over heavier AT mines without setting them off.

Hybrid Mines

Hybrid mines are designed to be equally effective against vehicles and infantry, but are generally less effective against either than a purpose built mine.

IEDs

Improvised Explosive Devices (IEDs) are a favorite weapon of insurgent and rebel forces.

IED STRENGTH

Small IED: AP 2/AT 1 (Light Gun)

Medium IED: AP 4/AT 4 (Medium Gun)

Large IED: AP 6/AT 5 (Medium Gun)

Massive IED: AP 8/AT 7 (Heavy Gun)

They are cheap, effective, and bypass many of the strengths of a regular fighting force. The presence of IEDs in a game may be dictated by a scenario or Fog of War card draw.

IEDs normally attack a random unit or a unit specified by their owning player, as described by the scenario, Asset, or Fog of War Card in play.

There are as many sizes, shapes, and forms of IED as there are people making them. The **IED Strength** table provides some guidelines for IED effectiveness, however.

MOUNTED UNITS

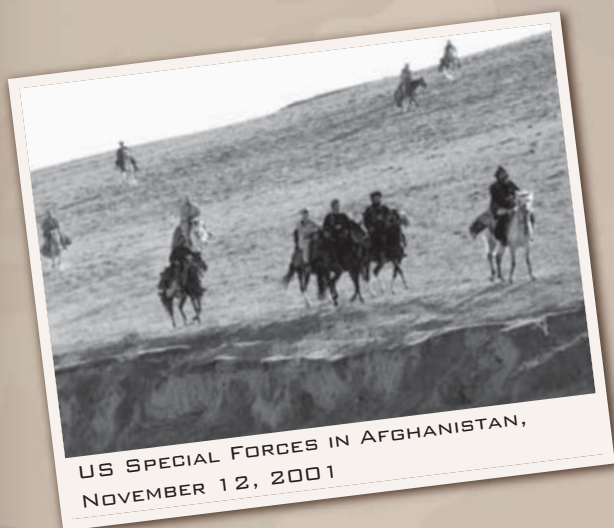
There are still places in the world where “cavalry” means “men on horses” rather than men in APCs or helicopters. In recent conflicts, even First World units have found themselves literally “riding into battle.”

The following rules describe the peculiarities of mounted combat on the modern battlefield.

TYPES OF MOUNTED UNITS

There are two types of mounted units: Mounted Troops and Cavalry.

Mounted Troops use their mounts to transport themselves and their gear to and from the battlefield. They normally picket their mounts a safe distance away from the fighting and walk the rest of the way in on foot – there’s no percentage in getting your mount killed, after all. You might need it to escape if things go wrong.



Mounted Troops on horses are the most commonly encountered mounted units in *Force on Force*.

In most scenarios involving Mounted Troops, their mounts will not be represented on the table, being stabled somewhere off table. Some scenarios might involve Mounted Troops stumbling into the enemy sooner than expected or being caught in an ambush.

Cavalry troops not only ride their mounts to battle, they generally ride them *in* battle. They fight from their mounts, using the animal's extra speed and height to their advantage. Unfortunately, on the modern battlefield, those advantages are usually outweighed by their inability to hug cover and avoid being chewed to pieces by enemy machinegun and small arms fire.

Only units with a D8 Troop Quality or higher can qualify as Cavalry units.

MOVEMENT FOR MOUNTED UNITS

Like infantry, mounted units have two movement rates: Tactical and Rapid. Tactical movement for most mounted units is 8". Rapid movement for most mounted units is 16", slightly faster than that of a foot unit.

FIRE COMBAT AND MOUNTED UNITS

FIRING FROM A MOUNT

It is difficult to fire a weapon accurately while sitting on a stationary animal, much less from a moving one.

Mounted Troops have very little practice in fighting or firing from a mount. Their riding animals are organic taxies, not living, breathing IFVs. As a result, Mounted Troops who attempt to fire while mounted suffer a -1 shift to their Troop Quality die type (from D10 to D8, for instance) and their Optimum Range is reduced to zero.

Cavalry units actually practice firing from their mounts and are capable of slightly more accurate fire. They still suffer a -1 shift to their Troop Quality die type, but they retain the Optimum range associated with their unmodified Troop Quality.

FIRING AT A MOUNTED UNIT

Mounted units have some definite disadvantages in a firefight. Their height and mass make them easy targets for all but the shakiest of riflemen, easily balancing out any advantage their speed and intimidating stature might provide.

Mounted units (while mounted, of course) may never claim the **In Cover** bonus. They may claim the **Solid Cover** bonus from terrain features that are tall enough to cover most of their mount and rider.

All foot units firing at a mounted unit (while it is mounted) receive an extra Firepower Die. Mounted units (while mounted) do not receive this bonus for firing at one another.

When Mounted Troops are fired at, they must immediately make a Troop Quality Check to remain mounted. If they fail, they will dismount immediately. High Confidence Mounted Troops may ignore this check and remain mounted or dismount at their own discretion. Low Confidence Mounted Troops will

immediately dismount *and* are considered **Pinned** for the remainder of the turn.

Cavalry units are not required to make a check to remain mounted, regardless of their Confidence Level, but they may always dismount immediately when fired upon.

The unit whose fire forces mounted units to dismount receive the +1 Firepower die bonus to their attack, but subsequent units do not.

Any casualties received by either type of Mounted Unit (while mounted) have a 50% chance of being the rider or the mount.

Regardless of which is hit, immediately make a Troop Quality Check for the figure affected. If the Troop Quality Check is successful, the rider remains mounted. If not, he is thrown from his mount.

First Aid Checks are resolved normally on the next turn for riders who remained mounted. Riders who were thrown receive a -1 modifier to their die roll on the First Aid table.

Mounts who become casualties are always considered to be dead or too seriously wounded to ride.

CLOSE COMBAT AND MOUNTED UNITS

Horses trained for use by Mounted Troops are *not* trained to make heroic charges into the enemy ranks. In fact, they find the concept alien and unacceptable. Cavalry mounts, on the other hand, take such things in their stride, literally.

Mounted Troops may not charge into Close Combat while mounted. Moreover, if a unit of Horse Troops is engaged in Close Combat while mounted, they automatically lose the initial Reaction Tests – i.e., they are unable to flee or lay down defensive fire and their attacker automatically gets the first attack as they dismount to defend themselves.

Cavalry units suffer no penalties in Close Combat. Their training, power, and height give Cavalry troops a solid

advantage over foot soldiers in a melee. Cavalry units receive a +1 die type shift to their Troop Quality when making Reaction Tests during Close Combat. Each mounted figure also throws one bonus attack die in Close Combat.

Casualties in Close Combat follow the same rules described for Fire Combat, above.

CASUALTIES, DEPENDENTS AND MOUNTED UNITS

Mounted Troops suffer the same Casualty and Dependent Penalties as an infantry unit.

Cavalry units ignore the Casualty Penalty but suffer Dependent Penalties in the same way as an infantry unit.

COMBAT STRESS

Stress, and the individual soldier's reaction to it, is an integral part of the combat experience. The cumulative effect of individual stress may eventually have an effect on a unit's overall combat performance.

Most scenarios represent short, sharp actions where unit stress is less of an issue, but it might be a deciding factor in a longer engagement. The effects of these stressors are simulated through the Combat Stress rules.

Scenarios using Combat Stress will indicate it in their Special Rules section. Players may also opt to use these rules with whatever scenarios they choose.

BACKGROUND STRESS LEVEL

The background stress level of a game is determined by the scenario. Generally, the background stress level will be 0, but if the scenario involves units that have been out in the field too long with too little rest, are cut off, etc., the background stress level might start at 3. Initially, all Regular units on the table will have the same Stress Level, but as time goes by those Stress Levels will begin to vary.

The Stress Modifiers table describes conditions that will raise or lower a unit's Stress Level (modifiers are cumulative).

STRESS MODIFIERS

- +1 for each turn after the first
- +1 for Dependents/Wounded in the unit
- +1 for each Insurgent objective achieved
- +1 if fired on in last turn
- +1 if taunted by mobs in the last turn
- +X for negative leader within 6"

- 1 If unit is in Solid Cover or has no LOS to enemy
- 1 for each regular objective achieved
- 1 for each turn not under fire or taunted
- X for positive leader within 6"

X = Positive or negative value of Leader
Modifiers are cumulative.

POSITIVE LEADERSHIP & STRESS

While most leaders, regardless of rank, are functionally competent, some possess the extraordinary ability to inspire their men. In *Force on Force*, we refer to this combination of charisma and moral authority as "Positive Leadership."

Positive Leaders may be of any rank, but most in most games are squad leaders or platoon leaders.

Each Positive Leader has a Leadership rating ranging from 1 to 3. This equates to the level of stress per turn the leader can alleviate for each Regular unit within 6".

Leaders with Positive Leadership and their leadership rating are noted in Scenario briefs.

NEGATIVE LEADERSHIP & STRESS

While some leaders inspire their men or put them at ease, others have the opposite effect, robbing their men of their enthusiasm and confidence.

Like Positive Leaders, each Negative Leader has a Leadership rating ranging from 1 to 3. This equates to levels of stress per turn the leader can *cause* for each Regular unit within 6".

Leaders with Negative Leadership and their leadership rating are noted in Scenario briefs.

MIXED LEADERSHIP

Situations may arise where a unit is within 8" of both a Positive and a Negative Leader. To determine the mixed leadership's effect on the unit's stress, compare the leaders' leadership values and subtract the lowest from the highest and apply the difference.

For instance, if a unit was within 8" of a Positive Leader with a Leadership of 1 and Negative Leader with a Leadership of 2, the difference is 1 – so the unit gains 1 level of stress rather than 2. If the situation were reversed (Positive Leadership of 2, Negative Leadership of 1), the unit would lose 1 level of Stress rather than 2.

STRESS TEST

At the beginning of each turn after the first, each unit on the table will make a Stress Test. Any negative effects resulting from the Stress Test are applied immediately.

To perform a Stress Test, roll 1 Quality die for each figure in the squad. Roll an extra die if a Positive Leader is within 8" of the testing unit and lose one for each Negative Leader within 8".

Compare each die to the current Stress Level of the game. If more dice are equal to or greater than the current Stress Level, the unit has passed the Stress Test and suffers no effects.

If more dice are less than the current Stress Level, the unit has failed the Stress Test and **Loses Confidence**.

LOSING CONFIDENCE

A unit that loses confidence due to a failed Stress Test loses a Firepower die and is reduced one Confidence Level – i.e., a unit with a basic Firepower of 6D goes down to a Firepower of 5D and Confident unit is reduced to Low Confidence.

If a unit loses all its Firepower dice through repeated loss of confidence, it becomes “combat ineffective” and is removed from the table.

REGAINING CONFIDENCE

Under the right circumstances, units may regain lost confidence. Units may not regain confidence in the same turn that they lost confidence.

Units may regain lost confidence if certain conditions apply at the end of a turn.

REGAINING CONFIDENCE

Roll for regained Confidence if:

Unit is within 8” of Positive Leader

Unit was not fired on in the last turn and is
In Cover.

Unit is not in the LOS of any opposing units.

Unit received Air Support last turn

Unit has friendly armored vehicles in sight –
APC, IFV, or AFV

Unit achieved a scenario objective in the
last turn

If one of these conditions applies to a unit at the beginning of a turn, it may roll to regain confidence. This is accomplished by performing a Stress Test. If the unit passes the stress test it will regain a die of Firepower.

CIVILIANS ON THE BATTLEFIELD

Some scenarios call for the presence of civilians on the battlefield. While the scenario may have some special rules governing the behavior of these civilians, the following general rules usually apply:

- We understand that many players won’t have a collection of civilian miniatures – and unfortunately there aren’t many modern, non-combatant civilian figures out there – so feel free to use substitutes if you wish!
- We use 2”x3” paper “stands” to represent civilians and suggest that civilian figures be mounted on stands this size, if you have them (assuming you’re using 15mm figures – if you’re using a larger scale, adjust the stand size accordingly).
- The initial location of civilian mobs is usually dictated by the scenario card.
- Civilian mobs are moved at the end of each turn. They move 3” towards the nearest gunfire. They will stop when they come within 6” of a unit. Note however, that some scenarios may dictate special movement rules.
- Units may not fire or move through a mob (stand) of civilians unless the scenario dictates otherwise.
- If a unit shoots at a target with a **Line of Fire** that passes within 2” of a civilian mob, a check must be made for civilian casualties. Roll the firing unit’s Quality Die. On a die-roll of 1 or 2, the mob has suffered a casualty.

REGULARS AND CIVILIAN MOBS

Normally, units may not purposefully engage civilians, but they may attempt to peacefully disperse them.

A unit must be within 6” of a civilian mob to attempt to disperse it. To disperse the mob, the unit must attempt to reason with it. To succeed, the unit

must roll a Troop Quality die against the scenario's Insurgency Level (the level defaults to 4 if it is not given in the scenario – see **Asymmetric Engagements**, pg. 112, for more information).

If the result of the die roll is *higher* than the Insurgency Level, the mob disperses and is removed from play. If not, the mob remains in place.

A unit may attempt no other actions in a turn in which it attempts to disperse a civilian mob.

MOB DISPERSION MODIFIERS

(All modifiers are cumulative)

If the Force the unit belongs to has caused any civilian casualties: -1

If the scenario indicates that civilians are hostile to the unit's Force: -1

If the scenario indicates that civilians are friendly to the unit's Force: +1

If the opposing Force has caused civilian casualties but the unit's Force has not: +1

If Civilians in the area are friendly according to the Scenario or a Fog of War card: +1

If the unit has an Interpreter or speaks the civilians' language: +1

must roll *equal to or less* than the current Insurgency Level on a D6.

If the popular Leader's roll was successful and he was attempting to manipulate the civilian mob, he may immediately move it 6" in any direction. Once the civilian mob has moved, it is no longer under the popular Leader's influence.

If the popular Leader's roll was successful and he was attempting to transform the mob into armed Irregulars, he may arm the mob as long as he has at least one figure with him to pass out weapons. The more figures with him, the larger an armed mob he's able to create.

If the popular Leader succeeds in transforming a civilian mob into an armed mob, roll 1D6 on the table below. Add +1 to the die roll for each armed figure accompanying the Leader:

DIE ROLL	IRREGULAR UNIT CREATED
1-5	1D6 Irregulars w/Small Arms
6	1D6 Irregulars w/Small Arms and 1 Irregulars with RPG
7	1D6+2 Irregulars w/Small Arms and 1 with RPG
8	1D6+3 Irregulars w/Small Arms and 1 with RPG
9	1D6+4 Irregulars w/Small Arms and 1 with RPG
10	1D6+5 Irregulars w/Small Arms and 1 with RPG

"POPULAR" LEADERS AND CIVILIAN MOBS

Some scenarios involve insurgent, guerrilla, or other "popular" leaders who attempt to manipulate civilian mobs or convert them into armed Irregulars. To do so, a popular leader (in the form of any of the force's Irregular leaders) must be in base to base contact with the civilian mob. It must announce whether it's attempting to manipulate the mob or transform it into an armed Irregular unit. To succeed, the Irregular leader

MIXED MOBS: CIVILIAN & COMBATANT UNITS

Occasionally a group of armed irregulars may include unarmed "supporters". Such groups are called "mixed mobs" and will be identified by the scenario description or by the reinforcement table.

When determining the Firepower of a mixed-mob, only count the armed irregulars. For Defense, the mixed-mob counts both armed and unarmed figures.



A HOSTILE MOB

When a mixed mob takes casualties, the owning player may freely select which model within the mixed-mob will be removed. If the casualties selected are unarmed civilians, they may count against the opposing force's Victory Points.

US AIRBORNE FIRETEAM, VIETNAM, 1971

HOSTILE MOBS

Sometimes civilian mobs are actively hostile but fall short of armed resistance. Instead, they make their displeasure known by hurling taunts and the occasional rock at regular units. Since rules of engagement usually disallow firing on unarmed civilians, this harassment can sometimes add to a unit's stress level. Hostile mobs will also move to purposefully interfere with a unit's movement and fire.

Hostile mobs are under the control of a player designated by the scenario. They are activated and moved like any other unit.

Hostile mobs may move to place themselves in a manner that interferes with regular lines of fire.

A hostile mob may also *taunt* any regular unit within 4". Each mob may only taunt a single regular unit. Taunting raises the regular units stress level – **Combat Stress**, pg. 125.



TACTICS, TECHNIQUES AND PROCEDURES (TTPS) FOR THE SMALL UNIT LEADER

A key reason cited by many players for the popularity of the original Ambush Alley rule system is that the system allowed them to use, and actively rewarded, real world tactics on the tabletop. For players new to *Force on Force* or indeed new to wargaming modern historical periods in general, some pointers may be useful to help understand how armies (and insurgents!) operate in reality so that you can experiment with their use in your games. Many of the key rules in *Force on Force* are based on these fundamental small unit tactics and you will discover that what works in the real world generally works in *Force on Force*. This holds true for both the attacker and the defender.

OFFENSIVE OPERATIONS

There are two basic types of attack. In a deliberate attack the attacker has a good idea of where the enemy positions are, and what enemy forces he expects to be defending. In a deliberate attack the player can pick the enemy position(s) he wants to focus on and deploy his force accordingly. In a hasty attack or movement to contact, enemy dispositions and strengths are not known. The attacker must be more cautious and attempt to locate enemy positions before committing all his forces. In this case it is best to make contact with the smallest element possible and keep the majority of your forces free to maneuver once the enemy positions are confirmed.

When you are the attacker, the first key technique to master is fire and movement. All first world armies

organize their squads or sections into smaller sub-units known as fire teams or bricks. These fire teams normally consist of four infantry soldiers. A squad leader and two or sometimes three of these fire teams make up a squad or section. Fire and movement (or variously known as bounding, leapfrogging or pepper-potting) is the simple tactic of one fire team providing covering fire or overwatch (scanning for the enemy) whilst its partner fire team moves. It is important to pick an overwatch position which gives line of sight (LOS) to positions from which the enemy may engage the moving element.

In *Force on Force*, placing one fire team on overwatch allows that team a chance to engage the opposition before they can fire. Once the moving team has reached its destination, the roles can be reversed and the team that has moved provides overwatch and/or covering fire whilst the other team completes its move. Vehicles should also use this tactic- often known as bounding overwatch. One vehicle moves whilst its partner provides overwatch, preferably from cover or at least concealment. This bounding technique is well suited for a hasty attack or movement to contact.

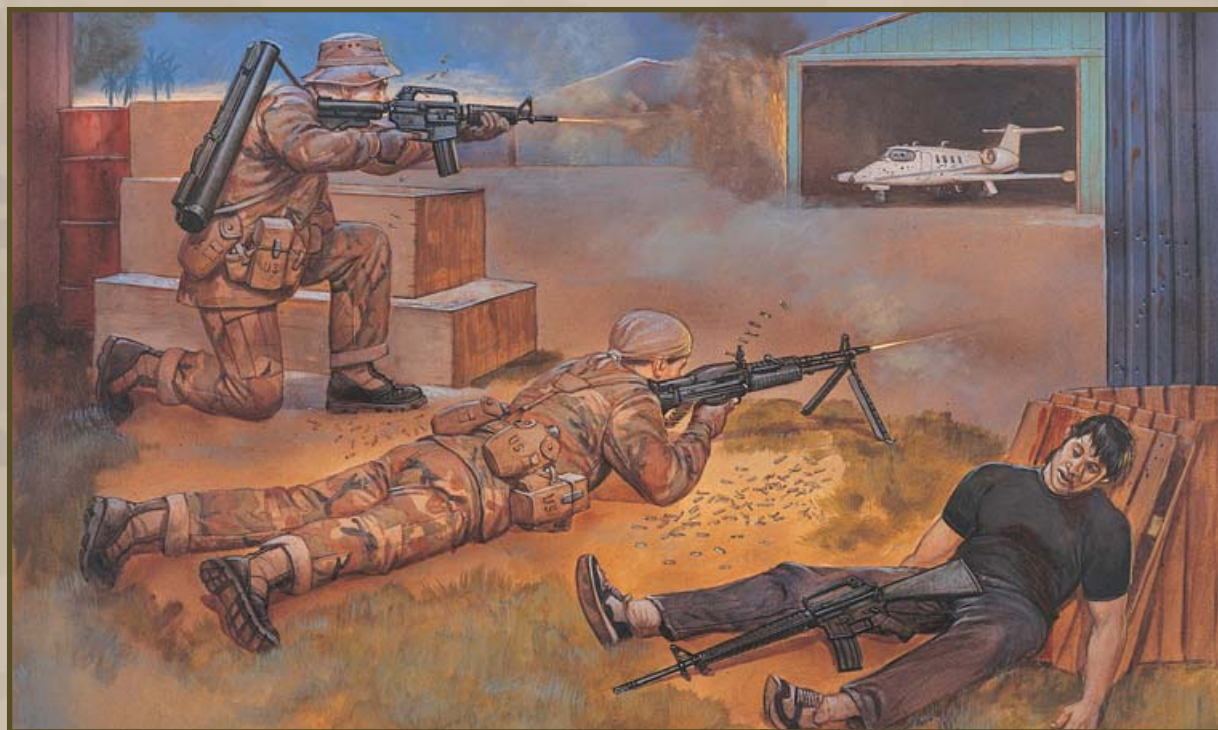
A quick note on infantry movement- always ensure that you move from solid cover to solid cover and if you can't reach solid cover- don't move or at least use concealing terrain or chemical smoke to mask your movement. This should also be practiced for vehicles once in contact- particularly soft skins but equally applicable to armor. Players will find that leaving a vehicle in the open (especially soft skin vehicles) to

engage in a slugfest rather than to seek cover and try to flank the opposition is not sound tactics. All it takes is one anti-vehicle weapon to show the player the error of his ways. Again, the use of smoke to obscure your units from likely or actual enemy positions is encouraged. If crossing a large open expanse (such as a field or similar) and you have access to the assets, consider using mortars, either organic or off-table, to deliver a fire mission of smoke to provide some cover for your movement, attempting to place the smoke between likely enemy forces and your movement route. Overwatch elements should also be in place to cover any such movement.

Another concept the attacker should master is isolation of the enemy. A defender will want his defensive positions to be able to support each other (more on this later). The attacker should attempt to

isolate a single enemy unit or position from the rest of the enemy forces. This can be done by using some attacking elements to suppress the supporting defenders with fire. Alternatively it can be done by use of smoke, artillery or other assets to block line of sight or otherwise limit the defender's ability to support the unit/position the attacker is focusing on. This allows the attacker to concentrate his fires and forces onto the exact point where he wants to break into the enemy defenses. Once a position is isolated from its support it can be overwhelmed. As soon as one position is overwhelmed, the attacker can focus on isolating the next position, or on developing a hasty defense and attempting to force the defender into retaking the lost position.

Players should look at all their assets when developing their plan of attack. For example in both urban and rural



US NAVY SEALS, PANAMA, 1989

environments, properly deployed sniper teams can provide an excellent overwatch function for grunts on the ground conducting fire and movement. Place your snipers to gain maximum advantage- which normally means in a camouflaged position, behind solid cover and preferably with a height advantage over the battlefield which gives them LOS to likely enemy positions or routes the enemy is likely to use. Besides actually engaging targets of opportunity before they can fire upon friendly units, the sniper team seriously hampers Out of Contact Movement and provides an early warning of insurgents or other enemy forces attempting to swarm infantry patrols. The player can also use crew served weapons such as GPMG or SAW/LSW teams in a similar manner.

Crew served weapons should be employed in advantageous terrain to support maneuvering elements – either as a base of fire for an infantry assault or as a fire support group providing overwatch. A base of fire is literally using your crew served weapons to suppress the enemy while maneuvering teams conduct flanking attacks- often on a compound, prepared positions or similar target location. A base of fire can also be used by infantry teams with one or more fire teams providing the suppressive fires as their partner teams conduct the assault. The concept also works well for armor. This base of fire can be used to help isolate the point of attack.

DEFENSIVE OPERATIONS

The first thing the defending player should do is decide where he wants to kill the attacker taking any scenario set up restrictions into account. This place is called an engagement area or kill zone. The defender's goal is to get the attacker to enter this engagement area in order to defeat the attacker.

The defender needs to then deploy his forces so that they can engage the enemy in the chosen engagement

area(s). The defender should ensure that his positions can support each other, and that they take advantage of cover and concealment. There are three basic types of defensive position the player should consider.

The primary position for each unit/element provides that unit the ability to fire into the main engagement area while providing cover from other expected enemy avenues of approach. If possible the primary position should allow the defender to fire into the attacker's flank while providing cover to the defender's flank.

An alternate position also allows the unit to engage into the main engagement area. If the primary position is no longer tenable, the defender moves his unit to the alternate position, hopefully by a covered and concealed route. This may be necessary if the attacker uses smoke to block LOS from the primary position to the engagement area, or is able to suppress the primary position.

Sometimes the enemy does not do what the defender hopes and does not enter the chosen engagement area. The supplemental fighting position is one chosen to cover an avenue of approach or engagement area other than the main one. The defender moves his units to occupy the supplemental positions when he determines the enemy will not be entering his main engagement area(s).

The defender should consider using obstacles such as mines, barbed wire, IEDs, or anything else available for the scenario to channel the enemy into his chosen engagement areas. Obstacles can also be used within the engagement area to slow the enemy advance and keep him in the engagement area (and under fire) for a longer period.

The defender should also be willing to conduct local counter attacks. If the attacker is able to breach the defenses it may become necessary to use defending units not currently engaged to remove the attacking forces before they can cause more damage. Keeping a small portion of the defending force as a reserve facilitates this.

The reserve can also be used to strengthen a weakened critical position.

Another way of defending is to conduct a mobile defense. In a mobile defense the defender is willing to trade terrain for time. When a scenario has a turn limit the defender may be willing to trade portions of the table to ensure the attacker does not meet his objectives within the turn limit. Picking a series of engagement areas and defense positions which can fire into them is important. When a unit must fall back to the next position it is critical for the defender to use supporting units to overwatch its movements. This is similar to the bounding technique described in the section on attacking, but the bounds tend to take the unit further from the enemy instead of closer.

Just as in the offense, a defender needs to take advantage of all his assets, combining crew served weapons, indirect fires, snipers and anything else available for the scenario and figure out how these assets can best contribute to channeling the enemy into his engagement area and then killing them. Use smoke to isolate units in the engagement area from their supporting units.

USE OF ARMOR/VEHICLE ASSETS

It is often best to consider each vehicle as if it were a fire team and apply the tactics for offense and defense. Obviously a tank has much different capabilities than a four-man infantry fire team, but then again, a crew served heavy machinegun also differs. The player needs to use good tactics, but modify the execution of those tactics based on the capabilities of the force allocated to him for the scenario. A tank or infantry fighting vehicle makes a nice mobile reserve for a defender, able to conduct a

counter attack or support a threatened position. The same vehicle may allow an attacker to bring overwhelming firepower onto a defensive position to suppress it while another element prepares to assault. Coordinate your infantry forces with your vehicle forces to best support each other. Let the infantry screen vulnerable flanks of vehicles from any anti-vehicle weapons out there.

CONSIDERATIONS FOR INSURGENT PLAYERS

Playing the insurgent against the well trained and equipped Regulars can be an intimidating prospect. You are often outgunned and your troops are often of a lesser quality. These are good reasons to follow the tactics mentioned above, but apply some of the traits which make your insurgent force different. Generally insurgents are more mobile and can use Out Of Contact movement. Use this to rapidly mass your forces against as small of a unit of Regulars as you can. Isolate a Regular fire team. Fight the battle as a mobile defense where possible, using well-chosen engagement areas to hit the Regulars where you choose.

You will find that inflicting casualties on the Regular forces will often slow down the tempo of their operations, allowing you to use your mobility to further isolate small elements of his force and mass your fires against them. Use any assets such as mines or IEDs to channel the movement of the Regular forces. Use small elements of insurgents to lead him into the engagement areas. Once a Regular unit takes casualties, determine where the Regular force must go to get to the casualties to check them out and then evacuate them. Use engagement areas along those routes, make the Regular player's need to protect his casualties into a weakness you can take advantage of.

APPENDIX 4:

EXAMPLE WEAPON SYSTEMS

INFANTRY SUPPORT WEAPONS				
WEAPON SYSTEM	WEAPON CLASS	AP	AT	NOTES
Light MG/SAW	Light	1	—	M249, Minimi, RPK, MG4, Negev, CETME Ameli, G36 w/C-Mag drum magazine, etc.
UGL (Under-Slung Grenade Launcher)	Light	1	—	M203, AG-C/GLM, AG36, GP-30, GP-25, etc.
GPMG (General Purpose MG)	Medium	2	—	M60, M240, MAG, MG3, PK, PKM, Type 67, etc.
AGL (Automatic Grenade Launcher)	Medium	2	—	Mk19, GMG, AGS17, etc.
LAW Rocket	Medium	2	1	
RPG w/Anti-Personnel Warhead	Medium	2	1	
Heavy MGs	Heavy	3	1	M2HB, DShk “Dishka”, Type 85, etc.
SMAW	Heavy	4	2	+1 Positive Die shift to FP when attempting to destroy a building

INFANTRY ANTI-TANK WEAPONS				
WEAPON SYSTEM	AT GUN CLASS	AP	AT	NOTES
LAW Rocket	Medium	2	1	
RPG w/Anti-Tank Warhead	Medium	3	2	
RPG w/Improved Anti-Tank Warhead	Medium	3	3	RPG-29 – Tandem warhead ignores ERA
AT4	Heavy	3	3	Cannot be fired from within building. Friendly units within 4” directly behind the launcher receive a 2D FP attack due to back-blast.
MCLOS ATGM	Heavy	4	3	Includes Sapper, Sagger, SS11, Blowpipe, etc.
SACLOS ATGM	Heavy	4	4	Ignores ERA (Includes TOW, MILAN, Swingfire, Komet, Spandrel, etc.)
Fire & Forget ATGMs	Heavy	4	4	Ignores ERA; Always resolve as a Deck Hit (Includes Vikhr, Spike, Nag, Javelin, etc.)

APPENDIX 2:

UNIT AND VEHICLE ATTRIBUTES

UNIT ATTRIBUTES

ADVANCED FIRST AID TRAINING (ALS)

Some units, especially those trained for special operations, receive advanced first aid training. Such units are adept in the use of specialized trauma techniques and advanced life support (ALS). Members of units with Advanced First Aid Training can be split off to man a casualty collection point.

Units with this attribute roll on the Advanced First Aid Table for Casualty Checks.

CAVEMEN CASEVAC

Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered.

To represent this in *Force on Force*, units with this attribute must check casualties in the turn following they occurred, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

DESPISED

Units with this attribute are hated by the local population. Any interaction they have with them (attempting to disperse a mob, convert civilians to combatants, etc.) will receive a -1 die roll modifier.



DESIGNATED MARKSMAN (DMR)

Modern squads and fireteams increasingly have a rifleman who fulfills the role of “Designated Marksman” or “DMR.” A DMR is generally equipped with a larger caliber rifle, better optics, or both. Designated Marksmen are *not* snipers, but they are trained to identify and neutralize high priority threats.

If a unit containing a DMR inflicts one or more casualties on an enemy unit within the unit’s Optimum Range, the DMR may designate ONE specific figure (a leader, support weapon gunner, RTO, FO, etc.) as a casualty.

ELUSIVE

Whether due to natural ability or extensive familiarity with their surroundings, some units are able to virtually vanish into the woodwork. A unit firing at an elusive unit must pass an opposed Quality Check. If the firing unit loses the opposed check, it can’t locate the sneaky unit well enough to effectively engage it.

Elusive units are often capable of **Out of Contact Movement** and **Ambushes**. If so, these capabilities will be identified in their Force List or the scenario.

FORWARD OBSERVER (FO)

Units with a Forward Observer (FO) receive the Actual Forward Observer bonus when requesting fires.

INDIGENOUS SCOUT

Forces operating in foreign areas of operation sometimes use indigenous scouts if they can obtain them. Such scouts know the local terrain like the back of their hand and are very adept at spotting even the smallest branch out of place.

Units with this attribute have a local scout (TQ/Morale 1D8/1D8) attached to their force. If moving at Tactical speed, a unit with a Scout may re-roll any failed Troop Quality Check to spot enemy mines, booby traps, etc. (normally placed in accordance with a Fog of War card). A Scout also increases his unit's effective Optimum Range for the purposes of spotting hidden or stealthy enemies. When attempting to spot hidden or stealthy units, treat the unit as if it had the next higher optimum range (i.e., a TQ D8 unit with a Scout could spot hidden units at 10" rather than 8"). Units with an Indigenous Scout receive a +1 Positive Die Shift to Troop Quality rolls to spot **Elusive** enemy units.

Local scouts are not famous for their dependability. The first time the unit an indigenous scout is attached to takes enemy fire, the scout must make a Morale Test. If he passes, nothing untoward happens. If he fails, remove the scout from play – he's used his skill and knowledge of the area to slip away from the unit and return home for a nice, safe night in his own bed.

INTERPRETER

Forces operating in foreign areas of operation often use local interpreters to liaise with the population and friendly indigenous forces.



Forces with this attribute have an attached interpreter (TQ D6, Morale D8), which provides a +1 to TQ Checks when the unit attempts to disperse civilian mobs.

MOUNTED UNIT

Units with this attribute follow the rules for Mounted Units described in the Mounted Units section.

MOUNTED CAVALRY

Units with this attribute follow the rules for Cavalry described in the Mounted Units section.

MEDIC

Units with this attribute have a Medic attached. Such units roll on the Advanced First Aid Table for Casualty Checks. All other rules for Medics apply to the medic figure attached to the unit.

POINTMAN

Some units are fortunate enough to have a designated Pointman. A skilled Pointman can spot traps and hidden enemy positions that a less observant man might miss.

If moving at Tactical speed, a unit with a Pointman may re-roll any failed Troop Quality Check to spot enemy mines, booby traps, etc. (normally placed in accordance

with a Fog of War card). A Pointman also increases his unit's effective Optimum Range for the purposes of spotting hidden or stealthy enemies. Whenever making such a Spot Check, treat the unit as if it had the next higher optimum range (i.e., a TQ D8 unit with a Pointman could spot hidden units at 10" rather than 8").

POOR INITIATIVE

Some units require an active leader to prod them into actions beyond hunkering down and taking pot shots at the enemy. Such units are said to have Poor Initiative.

A Poor Initiative unit that doesn't have either an attached leader or a clear line of sight to a leader within 8" must make a successful Troop Quality Check in order to move. If the unit fails the check, it may not move but can still fire.

SPECIAL TEAMS

Forces often field special teams for their specialized capabilities. Samples of these kinds of teams follow.

WEAPON TEAMS

Where Firepower is concerned, some teams are worth more than the sum of their parts. Machinegun teams, anti-tank teams, and sniper teams generally project more power on the battlefield than suggested by their small size. For this reason, Weapon Teams receive a two die bonus to their Firepower.

If a weapon team is reduced below 50% manpower or to a single man, it loses its special Firepower bonus.

Note that this bonus **ONLY** applies to units that are specifically designated as Weapons Teams and who have a Troop Quality of D8 or better. Just having a support weapon in a unit doesn't make that unit a Weapon Team. The unit's entire purpose must be to operate their special weapons in accordance with the tactics associated with those weapons.

Example: *The Regular Force has a Machinegun Team. The team consists of a gunner and assistant gunner with a Troop Quality of Trained. Normally their Firepower would be 3D8 (1 die for each figure and a third die for the light support weapon), but with their Weapon Team bonus, their Firepower is raised to 5D8.*



A TYPICAL WEAPON TEAM

SNIPERS AND SNIPER TEAMS

Lone snipers or two man hunting teams of snipers project an inordinate amount of power on the battlefield. Their ability to strike precisely where it will hurt the most and fade into the terrain before the outraged comrades of their victim can retaliate makes their presence on the battlefield a bitter pill for an infantry unit to swallow!

Snipers are Stealthy as a rule and, if part of a modern military force, they will be equipped with night vision optics. Snipers may automatically get In Cover *and* Hide on any turn that they do not move. Snipers do not need to be out of enemy LOS to hide, but they must be out of Optimum Range. Sniper Teams are assumed to start any scenario already Hidden.

Everything on the table is in Optimum Range for a Sniper.

When snipers cause a casualty they can dictate that casualty is a leader, support weapon gunner, or other special figure associated with the target unit. Note that only one of a unit's Leaders, support weapon gunners, or special figures may be killed in a single sniper team attack.

Simply having a sniper attached to a unit does not convey this advantage. If the sniper is part of a normal unit, his dice are simply added to that unit's firepower as usual.

Sniper Teams receive two bonus dice to their Firepower like any other Weapon Team. The rules concerning both Snipers and Weapon Teams apply to Sniper Teams. Sniper Teams may also field Heavy Sniper Rifles.

Example: *A Regular sniper team scores three casualties. Normally the Irregulars player would dice to see if the leader was hit, but since the casualties were caused by a sniper, the Irregular unit's leader is automatically removed along with two other randomly determined figures.*

Heavy Sniper Rifles

In addition to improved optics, ballistic computers, round development and general field craft, a new type of sniper rifle was developed in the late 20th century: The Heavy Sniper Rifles. These rifles are usually built around a large caliber round and would have been at home among the anti-tank rifles of

SNIPER, US SPECIAL
FORCES, KUWAIT,
1991



SNIPER TEAM HUNTING TARGETS OF OPPORTUNITY
(BRITANNIA MINIATURES)

the early 20th century. Highly accurate in deplorable conditions and at long ranges thanks to the stability of their massive rounds and power of their cartridges, Heavy Sniper Rifles can pick off human targets at amazing distances. Those same attributes make them excellent "anti-material rifles" which can be used to destroy or disable enemy vehicles or field pieces.

Heavy Sniper Rifles are treated as Light Guns (AP:2/AT:1) and are **Intimidating Weapons** (See pg. 44).

Heliborne Snipers

Snipers sometimes orbit the battlespace in helicopters, providing fire support



US MARINE SNIPER WITH HEAVY SNIPER
RIFLE

for units on the ground. Even the most stable hover is an awful firing platform for a rifleman, so snipers deployed in this manner suffer a -1 Negative Die Shift to their Troop Quality dice when firing from a helicopter. The Sniper Team bonus does not apply to snipers firing from a helicopter.

MILITARY WORKING DOG (MWD) TEAMS

Dog teams saw extensive use in World War Two and continue to make their presence felt on battlefields to this day. Thanks to the amazing canine sense of smell, dog teams are ideal for sniffing out sappers attempting to infiltrate through the lines or otherwise detecting dangers that human senses would not reveal.

Dog teams can automatically detect any hidden unit within 8".

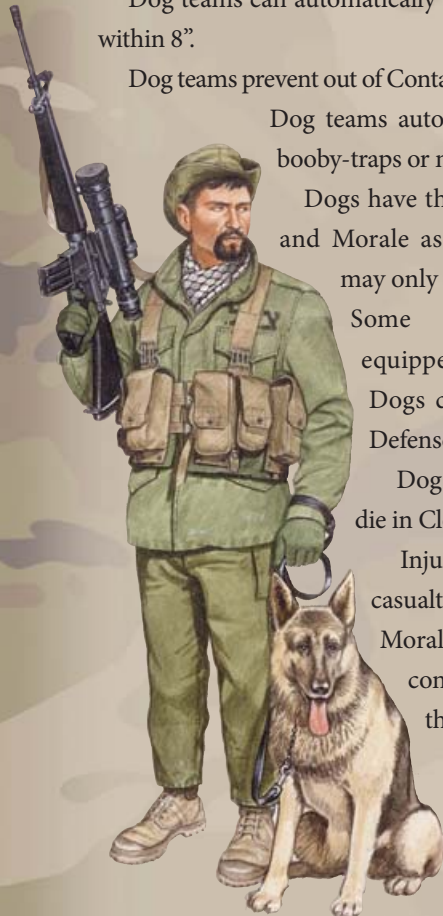
Dog teams prevent out of Contact Movement within 8".

Dog teams automatically detect IEDs, booby-traps or mines within 8".

Dogs have the same Troop Quality and Morale as their handlers. They may only fight in Close Combat. Some military dogs are equipped with body armor. Dogs count towards a unit's Defense, but not its Firepower.

Dog teams throw an extra die in Close Assault.

Injured dogs *do* count as casualties for purposes of Morale Checks, but do not contribute Morale dice themselves.



IDF BEDOUIN
TRACKER, JORDAN
VALLEY, 1980



Dog handlers, the human part of the team, obey the same rules as any other unit. If the dog-team's handler becomes a casualty, the dog figure is also removed from play. If the dog becomes a casualty, the handler may attach himself to a friendly unit.

STEALTHY

Some units are extremely proficient at moving unnoticed through enemy territory. Stealthy units rely on darkness and/or careful movement to infiltrate a target area, fulfill their mission objectives, and if all goes well, exfiltrate without the enemy knowing they were there.

Stealthy units are almost always armed with suppressed weapons and equipped with night vision devices. They are highly trained in infiltration tactics and silent killing techniques.

Night operations are the bread and butter of stealthy units. Most scenarios involving them will be night missions.

Stealthy units are very good at moving without being seen or heard. To represent this, they must be “spotted” before another unit can interrupt or react to their movement.

SPOTTING STEALTHY UNITS

For a unit to spot the movement of a stealthy unit, the stealthy unit must be within the Optimum range of the majority of the spotting unit’s figures. If this is the case, a Spotting Check is made. Note that the Optimum Range associated with the unit’s Troop Quality is used, not that of the weapon system they are manning (e.g., a vehicle crew with a TQ of D8 could attempt to spot stealthy units within 8” even though they have unlimited Optimum Range when firing their vehicle mounted weapons).

To make a Spotting Check, both units roll a Quality Die.

If the spotting unit fails to roll a 4+, or if it rolls a 4+ but its roll is also equal to or less than the stealthy unit’s roll, the Spotting Check fails and the spotting unit may not engage the stealthy unit.

If the spotting unit rolls a 4+ and higher than the stealthy unit’s die, it has spotted the stealthy unit and may attempt to interrupt or react to it as usual.

Stealthy units that have not been spotted may not be engaged.

When stealthy units attack in fire combat, they may use the Suppressed Weapons rules if the scenario indicates they possess suppressed weapons (See **Suppressed Weapons**, pg. 43).

Stealthy units are found in both Regular and Irregular forces. Stealthy units are identified in scenario briefs and/or the Insurgent Reinforcement table.

COMBAT CONTROLLER, USAF 24TH
SPECIAL TACTICS SQN., IRAQ, 2003

Irregular units usually rely on their intimate familiarity with the local terrain for their stealth – they are usually not equipped with night vision devices or suppressed weapons unless the scenario calls for it. Regular stealthy units are often equipped with night vision and suppressed weapons.

Scenarios will dictate what gear is available to any stealthy units involved.

TERMINAL AIR CONTROLLER (TAC)

The unit has a Terminal Air Controller attached. If a scenario indicates that air support is available, the unit receives the bonus for having an actual TAC.

VEHICLE ATTRIBUTES

Note that vehicle attributes are already applied in vehicle descriptions.

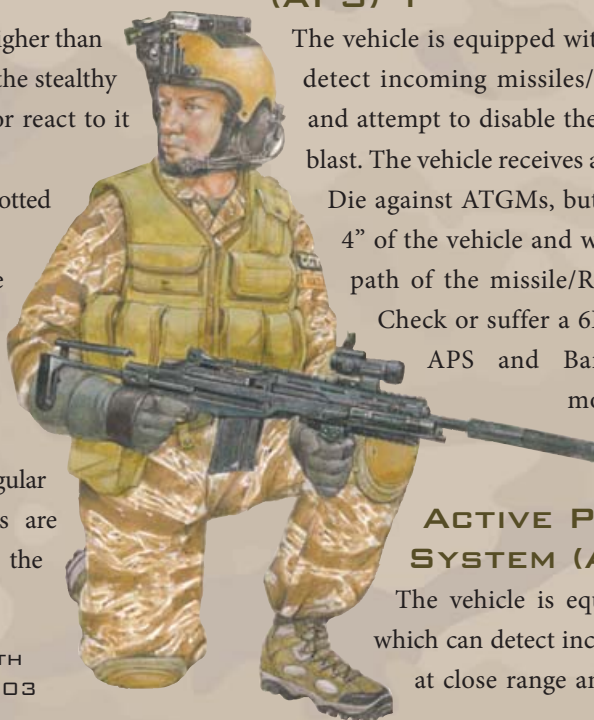
ACTIVE PROTECTION SYSTEM (APS) 1

The vehicle is equipped with an APS which can detect incoming missiles/RPGs at close range and attempt to disable them with a directional blast. The vehicle receives an additional Defense Die against ATGMs, but any infantry within 4” of the vehicle and within 2” of the flight path of the missile/RPG must pass a TQ Check or suffer a 6D8 Firepower attack.

APS and Bar Armor or ERA modifiers are cumulative.

ACTIVE PROTECTION SYSTEM (APS) 2

The vehicle is equipped with an APS which can detect incoming missiles/RPGs at close range and attempt to disable



them with a directional blast. The vehicle receives an additional Defense Die against ATGMs. APS and Bar Armor or ERA modifiers are cumulative.

ADVANCED ARMOR

Vehicles with advanced composite/passive armor receive a +1 Positive Die Shift on all armor facings.

ADVANCED OPTICS/SENSORS

Vehicles with advanced Optics/Sensors may attempt to spot Hidden units at twice the Optimum Range associated with their Troop Quality (i.e., a TQ D8 crew with advanced optics/sensors could attempt to spot Hidden units within 16").

AMPHIBIOUS

Vehicle may cross most water obstacles at Tactical Speed (scenarios will designate what water obstacles may or may not be crossed by regular and amphibious vehicles).

ANTI-PERSONNEL GRENADES

Vehicles equipped with anti-personnel grenades may detonate them as part of their defensive fire against infantry units attempting to or actually engaging them in close combat. The grenade has an AP firepower of 3D8.

BAR ARMOR

Bar armor provides additional defense against RPGs and ATGMs. These weapons require the proper "stand-off" distance for their shaped charges to be fully effective. Bar armor prematurely detonates warheads and disrupts their stand-off distance. Vehicles with bar armor receive an additional defense die vs. RPG and missile attacks. Bar armor and APS modifiers are cumulative.

Bar armor is not always applied to all sides of a vehicle. Vehicles only receive the bonus defense die if an attack is against a vehicle facing equipped with bar armor.



COUNTERMEASURES

The vehicle is equipped with countermeasures such as IR jammers, MCD, etc. It receives an additional Defense Die against ATGM attacks.

DEATHTRAP

Some AFVs are so poorly designed that even a minor penetration has a good chance of detonating their ammo stores or igniting their fuel. When rolling for damage results, hits scored against vehicles with this unfortunate attribute receive a +1 die roll modifier.

ENHANCED FIRE CONTROL

Vehicles with Enhanced Fire Control receive +1 die to their Firepower.

EXPLOSIVE REACTIVE ARMOR (ERA)

Explosive Reactive Armor (ERA) detonates when a missile strikes it. Its counter blast disrupts the "shape" of the missile's charge, making it less effective. Vehicles with ERA armor receive an extra die of Defense vs. missile or RPG attacks.

ERA is not always applied to all sides of a vehicle. The defense bonus is only applicable to vehicle facings which actually have ERA applied.

Once the ERA on a specific side of a vehicle has been hit by a missile or RPG, it no longer receives any defense bonus for ERA on that side.

If any dismounted infantry are within 4" of a vehicle equipped with Explosively Reactive Armor on the first turn that it is struck by enemy fire, they suffer an immediate 4D8 Firepower attack. Armor and cover bonuses to Defense count with regard to this attack.

ERA and APS modifiers are cumulative.

FIRE-OR-MOVE

Weapons or vehicles that are Fire-or-Move may only fire when stationary. They may not fire on the same turn that they move, or move on the same turn that they fire.

HARDENED

Some vehicles have been hardened vs. blast based attacks. Such vehicles receive a +1 Defense die bonus vs. mines, IEDs, and artillery.

HEAVY HITTER

Advanced ammunition, targeting capabilities, or simply sheer size of the round they throw make some weapons more extremely destructive. Weapons of this sort receive a +1 to their die rolls on the Vehicle Damage Table.

IED COUNTERMEASURES

The use of IED's by irregular forces has increased exponentially in the last decade. Many IED's are triggered from a distance by a variety of different wireless methods, ranging from cell phones to infrared beams. In response, modern armies have developed a plethora of counter measures that interfere with these remote detonation techniques. For example, these jam certain signals, disrupt the triggering device, overload broad spectrum receivers or work by a variety of other methods.

Against any remote detonated IED's that are placed

within 8" of a vehicle equipped with IED Counter Measures, the vehicle may roll a TQ Check. If successful, the IED is detected and neutralized.

IED Counter Measures have no effect on IED's triggered by pressure plates or wire detonations.

IMPROVED MGS

A vehicle's machine gun performance may be improved by better fire control, higher rate of fire, large stores of ready ammunition (most tanks have very limited MG ammunition at hand). Such vehicles have a basic MG firepower of 4D rather than 3D.

LIFESAVER

Vehicles with this attribute feature advanced crew survival features such as blow-out ammunition stores, anti-spalling material, advanced fire containment. Their crews receive a +1 Die Shift when making crew survival rolls.

LIGHT FOR CLASS

Some vehicles are small for their class, which prevents them from carrying as much armor or protective features as their larger brethren. Such vehicles lose one Die of Defense from each armor facing. No Armor facing may be reduced below 1 Die by this attribute, however.

MINE RESISTANT

This vehicle has been designed from the ground up to survive mine/IED attacks. The vehicle receives an additional die of Defense when struck by a mine or IED.

OBSOLETE OR POOR ARMOR

The vehicle is obsolete or poorly armored and is easy game for more up-to-date foes. Reduce the vehicle's Defense by one die and apply a -1 Negative Die Shift to all armor facings (the reduced values are normally displayed on the vehicle card).

RESTRICTED ARC OF FIRE

Vehicles with a restricted arc of fire, such as turretless tank-killers, may fire normally the first time that they perform Reaction fire. For each subsequent attempt at Reaction fire, they must take a Troop Quality test. If they pass the test is passed, the vehicle may fire normally. If the test is failed, the vehicle was not able to adjust its point of aim quickly enough to engage the target with effective fire. Vehicles with this attribute also suffer a -1 to all Reactions after their first in a turn.

SAFE HAVEN

Some AFVs are so trusted by their crews that no matter how badly they're beaten about they'd rather stay safely inside them than risk exposing themselves on the battlefield. Crews of vehicles with this attribute receive a +1 Positive Die Shift on Bail Out Checks.

SLOW TURRET

Vehicles with a Slow Turret receive a -1 to all Reaction tests after the first during a turn.

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SMOKE DISCHARGERS

Vehicles equipped with Smoke Dischargers may “pop smoke,” usually in an effort to mask a hasty retreat. Vehicles protected by smoke receive an extra Defense die. The vehicle receives this benefit whether it moves or not. The smoke dissipates at the end of the turn in which it was discharged. Note that modern AFVs (Light through Heavy) feature Smoke Dischargers as standard equipment – such vehicles can be assumed to have Smoke Dischargers unless otherwise noted in their descriptions.

TECHNICAL

Technicals follow the standard vehicle rules with one exception: Optimal range for weapons mounted on technicals is not the width of the table. Instead, a technical's mounted weapons have the normal optimal range for the weapon type and troop quality of the crew manning it.

This exception to normal mounted weapon rules is meant to reflect the haphazard methods by which weapons are mounted on technicals and their often ad hoc crew's lack of familiarity with the weapon they're using.

UP-ARMORED AFV

Some AFV variants offer the option to up-armor. An up-armored AFV receives +1D Defense to all facings but the deck.

UP-ARMORED SOFT SKIN

An up-armored soft skin vehicle has a Defense of 2D6, rather than just 1D6. In addition, the vehicle is considered “armored” against small arms fire. Small arms fire may still inflict some damage – although the Firepower is halved. Round-down fractions and if the number of dice is reduced below 1 then the attack is ineffective.

APPENDIX 3: THE CAMPAIGN GAME

Sometimes while playing a game you'll start to identify with a particular unit – the guys that can't seem to catch a break or who always seem to have carried the mission single handedly – and you might find yourself wondering, "What happens to those guys next?" Well, fulfilling that curiosity is what these campaign rules are all about.

If you're interested in playing a series of games as chapters in an ongoing story so that you can watch units or even individual soldiers become more adept at combat (or lose the will to fight after repeated drubbings), you're going to want to play a campaign game. Campaign games allow players to track the progress, for good or ill, of their units and watch them become grizzled veterans or lose their edge as casualties are replaced with raw recruits. You'll be able to see your leaders gain confidence or, alternately, transform into the kind of dangerous fools that are usually in more peril from their own men than the enemy.

Campaign games are a great way to spin up scenarios and work them into a cohesive story-line. You'll find yourself getting attached to particular units and figures and suddenly you might not be so sanguine about sending them to their make-believe death. If you've never played a campaign game, you should really give it a try. Nothing generates more good gaming stories than a decent campaign!

GET TO KNOW YOUR AO

The "Area of Operations" in which your *Force on Force* campaign takes place will determine the nature of the campaign itself, influencing everything from the types of scenarios played to the variety of forces available to both players. So, before embarking on a campaign, you must make a few decisions:

WHAT TYPE OF CAMPAIGN ARE WE PLAYING?

There are two types of *Force on Force* campaigns: Campaign Packs and Free-Form Campaigns.

Campaign Packs feature pre-designed scenarios that, played together, follow a set narrative plotline. Campaign Packs may either be published packs or they may be prepared by one or both players in advance of the campaign. Campaign Packs are generally three to twelve scenarios in length.

Free-Form Campaigns are simply a selection of random scenarios strung together to represent part of some unit's tour of duty. A Free-Form campaign is composed of randomly generated scenarios, scenarios designed by the players, or appropriate pre-published scenarios selected by one or both of the players.

If players wish to determine a *winner* in a Free-Form campaign, they should agree on a turn length ranging from three to twelve turns, with each turn representing a game of *Force on Force*. If desired, however, a Free-Form campaign can continue indefinitely without ever determining a "winner." Sometimes campaigning is a journey, not a destination.

WHAT'S THE CAMPAIGN SETTING?

Players should establish in advance what the nature of the campaign setting will be. Will they be using a pre-published Campaign Pack or will they be playing a Free-Form campaign set in Afghanistan, 2007? Or the Fulda Gap, 1987?

Players should also agree in advance about what forces are available in the setting, including what types of vehicles, artillery, aircraft, and so forth are available.

Players should also determine at this time the starting Supply and Confidence Levels of their forces.

WHAT'S THE CAMPAIGN DURATION?

This is obvious for a Campaign Pack – the campaign is as long as the pack says it is. If playing a Free-Form campaign, the players will have to agree on a campaign length.

Normally, campaigns may be three to twelve turns in length. Longer campaigns are perfectly acceptable as long as both players agree to a length.

A Free-Form campaign may also be declared to be “open ended,” meaning that it ends when both players agree it ends – if ever.

WHAT FORCE AM I PLAYING?

Campaign Packs will dictate the forces available and each player must choose which force he's playing.

In a Free-Form campaign, the players can play whatever combative forces are available in the setting they've selected.

WHAT LEVEL OF FORCE AM I PLAYING?

We suggest that campaigns follow the progress of a platoon, with each player taking the role of a platoon leader.

In a *Force on Force* campaign focusing on combat against an insurgency, only the “regular” player will be in charge of a specified unit – again, we suggest a platoon. The “irregular” player will be in charge of the entire insurgent force in the area. See **Building the Insurgency**, pg. 156.

IS THIS A CO-OP CAMPAIGN?

Most campaigns are “head-to-head” affairs with two players contending against one another, but campaigns in which both players are on the same side are also possible.

If you're playing a co-op campaign, we suggest that each player be given their own unit(s) to control and that, wherever possible, all players have units represented in each scenario. When this isn't possible, we suggest that the “odd man out” assist with running the opposition force!

DEFINING YOUR FORCE

YOUR PLATOON

As mentioned above, we suggest that campaigns follow the exploits of a single platoon. The size and composition of that platoon will vary according to the nature of the force it belongs to and the theatre it is deployed in.

Irregular forces are not defined at all, but their starting assets are, as explained later.

STARTING RATINGS

We suggest your platoon begin with the following ratings:

Troop Quality & Morale: We suggest that platoons begin their first campaign with a Troop Quality of Trained and a Morale of D10. You may decide to raise or lower these values, however, as long as both players agree with the alteration.

Confidence Level: We suggest your platoon begin with a Confidence Level of Confident.

Supply Level: We suggest that your platoon begin with a Normal Supply Level unless the force it belongs to generally has a higher or lower rating. In such a case, apply the force's normal Supply Level.

Leadership: We suggest that your Platoon Leader and Platoon Sergeant (or equivalent) should begin the campaign with a +1 Positive Leadership value.

If you want to make things a little more interesting, roll a D6 for each leader in your platoon down to the Squad Leader level. On a roll of 6, consult the Leadership Rating Table to determine leader's leadership rating.

LEADERSHIP RATING

Roll 1D6

1: -2

2-3: -1

4-5: +1

6: +2

PLATOON ATTACHED ASSETS

Determine what assets your platoon has, based on its type. These should be assets that are more or less homogenous to the platoon or are directly attached to it – available assets from “higher up” are discussed in **Available Assets**.

Does it have APCs for transport? Helos? Or is it a straight “leg” platoon? Does it have a TAC assigned? A medic? Decide all this before the campaign begins and note it on your Platoon Record Sheet.

AVAILABLE ASSETS

Players should decide in advance what assets their platoons are likely to have available to them from “higher up,” such as company or battalion assets. This doesn’t limit the assets that a platoon might randomly receive during a mission due to a Fog of War card draw, but it does limit what assets the unit can specifically request from higher up during a scenario.

Platoons will rarely have higher level assets assigned to them other than on-call mortars, CASEVAC, “loaner” transport, etc. They may occasionally be “teamed” with tanks or LAVs. Thought should also be given to what units a platoon might reach out to for help – are there Special Forces operating in the area? Friendly Irregulars?

These “available assets” will come in handy during scenarios, when their assistance can be called for to help

secure key victory conditions – albeit by sacrificing some victory points to do so!

THE CAMPAIGN TURN SEQUENCE

Pre-Action Sequence

1. Receive Mission and Objectives
2. Determine Plan and Issue Orders
3. Reconnoiter
4. Initiate Plan

Execute Operation – Play the game!

After Action Sequence

1. Operation Assessment
2. Casualty Status and Recovery
3. Campaign Victory Points
4. Combat Development
5. Replacements

PRE-ACTION SEQUENCE

STEP 1: RECEIVE MISSION AND OBJECTIVES

Each Campaign Turn consists of a scenario. The scenario may be part of a campaign pack or it may be randomly determined.

If playing through a campaign pack, the scenarios will be played in the order presented in the pack. Some campaign packs may indicate that random missions may occur between scenarios – use the Random Scenario Generator to determine the nature of those missions.

If playing a Free Form Campaign, the scenario for each Campaign Turn will be determined using the Mission Generator.

Force on Force scenarios involving “regular” forces on both sides require *both* players to roll for a mission and each side must complete its own mission objectives to earn victory points.

MISSION GENERATOR

Roll 1D6

1: Breaking Contact

Your force must deploy within 3" of the table center line. You are withdrawing under pressure or have been ordered to withdraw in the face of enemy forces while slowing them down without taking unacceptable casualties. Your objective is achieved by exiting at least half your force off your base edge by the end of turn four.

2: Blocking Positions

You have been ordered to take up blocking positions in support of a battalion assault on a hostile settlement. Your task is to secure the battalion flank and sweep up any leakers from the settlement. You will hold your position until ordered to RTB. You must deploy within 6" of your table edge. You have secured your objective when you start the turn within a 3" of an objective marker on the other half of the table with no enemy within 5". You must hold it until the end of the game.

3: Overrun

Another Company has stumbled on to a small bunker complex. You are to roll it up from the right flank and continue the assault to the enemy's rear in order to block his escape and prevent reinforcement. You may deploy your force within 6" of your base edge. Your objective is to exit at least half your force over the enemy's base edge by the end of the game.

4: Snatch and Grab

You have been ordered to assault a location that reliable sources have identified as an enemy command or communications center. Neutralize it and bring back the most senior officer and any intel you can lay hands on! You must contact (move within 3" of) one of the objectives on your opponent's half of the board and then return at least one unit off your table edge by the end of the game.

5: Sweep and Clear

Ground and air patrols have been encountering sporadic fire from the vicinity of a settlement. You are to conduct a sweep and clear operation in the area. Deploy 5" from your table edge and advance past the centerline by the end of Turn 4. Do not allow any enemy units to exit the board.

6: Consolidate! Hold What You Have!

You have the enemy on the run, but the boys at Battalion are afraid you're walking into a prepared counter-attack. Fall back to defensive positions and prepare to hold on to the ground you've taken! Your force must start within 3" of the table centre line. Success is achieved by holding both objectives in your half of the board at game's end. Do NOT reveal your mission to the other player. Make a note of it on a slip of paper and keep it in your pocket to reveal at the game's end.

Scenarios involving Regular vs. Irregular forces only require the *regular* player to determine a Mission. The Irregulars have victory conditions that apply to all scenarios and may earn bonus points for objectives that the regulars fail to meet.

STEP 2: DETERMINE PLAN AND ISSUE ORDERS

Based on the missions they are assigned (or the dictates of the scenario being played from a campaign pack) players select which of their units to commit to action.

At minimum, each player should deploy two squads (roughly four to six fireteams each). Additional assets may also be assigned from the force's Available Assets with the appropriate expenditure of Operational Momentum Points.

Operational Momentum Points

Each force is assigned 2D6 Operational Momentum Points at this time (some scenarios may indicate that this roll should be modified in some way to represent the relative importance of an operation).

These points represent the operational momentum that each force has accumulated prior to the actual operation.

Irregular troops do not receive Operational Momentum Points.

Operational Momentum Points may be kept and converted to Victory Points at the end of the game, or they may be spent now (and during the course of the game) to purchase additional assets from the force's pre-determined pool of Available Assets.

Examples for the costs of Available Assets are given in the Available Asset Cost table. Players should use these costs as a guideline to price out their own assets. The cost of all assets should be determined prior to the beginning of the campaign.

Note that the price of available assets may differ from scenario to scenario in our published campaign packs. This is to represent the variable value of such assets based on the mission at hand. It is suggested that players take

the same approach when pricing out their own available assets, although this will require quite a bit of trust and cooperation between the players involved.

STEP 3: RECONNOITER

Scenery, objectives, and Hot Spots are set up during this phase and the table edge for each player is determined. Campaign games are typically played on a 4'x4' table, but players may agree to use a table of any size.

Setting Up Terrain

The area of terrain the board represents will be dependent on what theatre of operations in which the campaign is set.

If you're playing a published scenario from a Campaign Pack, this bit is easy; just set everything up the way the scenario dictates!

The suggested density of terrain features on the table top is around 9-11 items and should include plenty of LOS blocking features and solid cover, all spread out fairly evenly over the table. Care should be taken to ensure that it is always possible to make a 'run' move to the next piece of 'forward cover' and normally possible to make a Tactical move to the nearest piece of cover.

Setting Up Objectives

One piece of scenery in each quadrant of the table is designated as an Objective. Players take turns designating what piece of terrain is an Objective, dicing off with the highest Troop Quality die associated with a unit in the force they are deploying during this game. High die goes first.

Setting Up Hot Spots

If the game involves insurgents or Irregular forces, place all Hot Spots now, following the normal rules for their placement.

AVAILABLE ASSET COSTS

Asset	Operational Momentum Points Expended
Sniper Team	2
On Call Light Mortars	2
Fireteam from Own Platoon	2
Squad from Own Platoon	5
Soft-Skin Transport	3
Transport IFV/APC	6
SpecOps Fireteam	3
SpecOps Squad	6
Transport Helo	6
Tank	8
Helicopter Gunship	8
Artillery	8
Fixed Air Support	8
Gunship Air Support	10

Determine Players' Board Edges

Dice off again using the highest Troop Quality die associated with a unit in the force they are deploying during this game. High die picks his board edge. The opposite board edge is assigned to the other player.

STEP 4: INITIATE PLAN

The normal forces used to play are two squads (or sections) and maybe a Lt and a medic (we play on a D6 roll of a 4+ the player is allowed to choose one, on a 6 they get both). This will give 4 'units' for most nations. It is up to the players to choose if they each draw a Fog of War card before play begins. We usually do, but be warned it can occasionally have a disproportionate effect on the game. Fog of War cards are obtained as normal during the game.

Set up your units according to the mission you're playing (or according to the dictates of the scenario, if it's from a Campaign Pack). Dice off as described earlier to determine who sets their units up first.

EXECUTE OPERATION

In other words: **Play the game!**

FOG OF WAR

In a published scenario, draw a Fog of War card or not, as directed by the scenario. If this is a random mission, each player may choose whether or not to draw a Fog of War card in the first turn. Fog of War cards are generated as described by the core rules during the course of play.

SPENDING OPERATIONAL MOMENTUM POINTS

At the beginning of any turn and prior to determining Initiative, either (or both) players may spend Operational Momentum Points to purchase additional assets from their Available Assets pool. These assets will

appear at the purchasing player's table edge and may be activated as normal once play for the turn begins.

Note that a force *and* its transport must be purchased separately, even if transport is normally supplied for the unit being purchased.

The cost to bring on additional assets is subtracted from the force's Operational Momentum Points. Since any of these points left unspent at the end of the game are added to the force's Victory Points, a force is basically gambling that an additional asset will gain them more Victory Points than they cost.

INITIATIVE

If this is an engagement between regular forces, Initiative is determined normally unless dictated by the scenario.

END OF GAME

Games last for 5–8 turns.

At the end of Turn 5, the player with Initiative rolls a D6: On a 4+ the game continues for another turn. On a roll of less than 4, the game ends. At the end of Turn 6, make the same check on a D8, and then on a D10 at the end of Turn 7.

Play automatically ends at the end of Turn 8 and the After Action sequence begins.

AFTER ACTION SEQUENCE

This half of the Campaign Turn determines what affect the game just finished has on the forces involved.

STEP 1: OPERATION ASSESSMENT

In this phase, each force's Victory Points will be totaled and the Victor and Margin of Victory will be determined.

Victory Points

Add up Victory Points at the game's end to determine the winner.

In a scenario from a published Campaign Pack, use the Victory Points provided by the scenario plus any remaining Operational Momentum points to determine a force's total Victory Points.

In a Free-Form Campaign (or if a random mission is being used in a Campaign Pack campaign), use the Victory Points below to determine each side's Victory Point total:

Typical Victory Points for Regular Forces

- For Each Objective Achieved: 15 VP
- For Each WIA: -1 VP (-2 if Casualty is an Officer)
- For Each KIA: -2 (-3 if Casualty is an Officer)
- For Each POW: -3 (-4 if Casualty is an Officer)
- For Every Enemy AFV Disabled: 3 VP
- For Every Enemy AFV Destroyed: 5 VP
- For Each Civilian Mob Peacefully Dispersed: 5 VP
- Plus Any Remaining Operational Momentum Points

Typical Victory Points for Irregular Forces (Insurgents)

Insurgents receive the following Victory Points in a Free-Form Campaign, regardless of the Mission the Regular player drew:

- For Each Insurgent Leader Killed: -1 VP
- For Each Regular Vehicle Disabled: 5 VP
- For Each Regular Vehicle Destroyed: 7 VP
- For Each Civilian Casualty: 5 VP
- For Each Civilian Mob Converted to Insurgents or Influenced: 3 VP
- For Each Objective the Regular Player Fails to Achieve: 15 VP

Determining the Victor

To determine the winner of the game, compare the difference between the two Victory Point totals.

If the totals are equal, the engagement is considered an inconclusive **Draw**.

If one side has:

- More Victory Points than its opponent, but less than twice as many: **Marginal Victory**.
- Twice as many Victory Points as its opponent: **Victory**.
- Thrice as many Victory Points as its opponent: **Decisive Victory**.

STEP 2: CASUALTY STATUS AND RECOVERY

Once an operation is complete, the fate of Regular casualties must be determined. This step does not apply to Irregular forces.

There are seven categories of casualties:

Deceased: The soldier subsequently dies of wounds received in action. Add one die to your Replacement Pool.

Duty Status – Whereabouts Unknown: Roll again on the Straggler table after the next scenario.

Missing: Roll 2 Troop Quality dice on the Straggler table below.

Very Serious Injury: The soldier sustained injuries that permanently remove him from the campaign. Add one die to your Replacement Pool.

Serious Injury: The soldier requires additional medical treatment before returning to duty. Add one die to your Replacement Pool.

Incapacitating Injury: The soldier is recuperating. Add one die to your Returned to Duty Pool.

Not Seriously Injured: The soldier rejoins his unit immediately.

While KIAs from the battlefield are easy to recognize, other casualties may appear to be more or less seriously injured than they actually are until treated by actual physicians in a medical facility.

To determine what category a figure that has suffered a Serious Wound during play falls into, find the category below that best describes the casualty's treatment during the game or condition at the end of the game and roll on the table associated with it:

Evacuated Casualties

If the casualty was evacuated off the table before the end of the scenario, roll 2 Troop Quality dice (added together) on the following table. Note that "evacuated" includes CASEVAC as well as simply moving off the table with a friendly unit.

EVACUATED CASUALTIES

Die Roll Total	Casualty Status
2	Deceased – Add 1D to Replacement Pool
3	Very Serious Injury – Add 1D to Replacement Pool
4–5	Serious Injury – Add 1D to your Replacement Pool
6–7	Incapacitating Injury – Add 1D to your Return to Duty Pool
8+	Not Seriously Injured – Rejoin unit immediately

Accompanied Casualties

If a casualty is still on the table at the end of the scenario and is accompanied by friendly combatants, roll 2 Troop Quality dice (added together) on the following table. Note "accompanied" includes having any friendly combat troops within 2".

Stragglers

If a casualty is still on the table at the end of the scenario and is unaccompanied by friendly combatants roll 2 Troop Quality dice on the following table.

ACCOMPANIED CASUALTIES

Die Roll Total	Casualty Status
2	Deceased.
3–4	Very Serious Injury.
5–6	Serious Injury.
7–9	Incapacitating Injury.
10+	Not Seriously Injured.

STRAGGLERS

Die Roll Total	Casualty Status
2–3	Duty Status – Whereabouts Unknown*
4–6	Captured.
7–9	Recovered, roll on the Escorted table above.
10+	Recovered, roll on the Evacuated table above.

*Roll for casualty's status on this table again after the next scenario.

Captured

Casualties who are captured become POWs. Each POW a Force loses subtracts 5 points from its Campaign Victory Points for the Campaign Turn.

If players desire, they may create a scenario revolving around a mission to rescue their POWs, but in general, once a casualty becomes a POW, it is lost to its force forever.

STEP 3: CAMPAIGN VICTORY POINTS

Once the Victory Points for both sides have been determined and any points subtracted for POWs, record the scores for each force as their Campaign Victory Points for the Campaign Turn.

STEP 4: COMBAT TEAM DEVELOPMENT

As teams of men face combat together, they become increasingly close knit and develop a group dynamic that, hopefully, increases their chances of surviving and prevailing in their next engagement. The following rules reflect this evolution of successful combat teams. By contrast, teams that fare poorly in combat are unlikely to form into well-honed fighting units

Eligibility for Team Development

Combat is the furnace that forges units into what they will become, for good or for ill, so only units who find themselves in the thick of it will have the opportunity to roll on the Campaign Development chart.

A team is considered to be eligible for advancement if it meets each of the following requirements during the scenario:

The team successfully engaged at least one hostile unit and inflicted at least one casualty to a hostile unit during the game.

The team was engaged by at least one hostile unit and no member was killed or captured *during* the scenario. Later fatalities that may occur as the result post game casualty evaluation do not count against this restriction. On a related point, units that abandon their casualties are not eligible for advancement.

Each Regular team that meets both criteria may roll one D10 on the Unit Development chart (note that Insurgent or Irregular units do not use this chart, nor are they governed by these rules – see **Building the Insurgency**, pg. 156, for the rules covering their advancement). The result of the die roll indicates whether the unit's participation in this Campaign Turn has caused it to suffer from Combat Stress, remain unchanged, or gain a rank in one of the five unit development areas.

Only members of the platoon itself are eligible for combat advancement. Attached or available assets are not eligible for advancement.

UNIT DEVELOPMENT CHART

Roll 1D10:

Die Roll	Result
1	Combat Fatigue. The team suffers a temporary negative effect.
2-5	No development
6	Firepower development
7	Defense development
8	Reaction development
9	Special development
10	Leadership development

Combat Fatigue

Much in the same way as it influences how a unit will cope with extreme physical demands, a unit's training and experience will often dictate how well it reacts to the intense psychological stress of combat. The immediate effects of combat stress are covered in the core rules, but combat stress can also have more insidious, long term effects if a unit is not given sufficient time to rest and recuperate before being thrust back into the cauldron of combat. These rules deal with those long-term effects, often referred to as **combat fatigue**.

Units suffering from combat fatigue, as indicated by their die roll on the Unit Development Chart, are likely to suffer a drop in combat efficiency. They may be slower to react or indecisive when faced with tactical decisions. They may begin to ignore basic combat discipline to the detriment of their own survival and the safety of others who depend on them.

To determine what effect, if any, combat fatigue has had on a unit, roll 2 Troop Quality dice and compare their total on the Combat Fatigue table.

COMBAT FATIGUE**Die Roll
Total**

2-3	Degraded Defence. Until the team recuperates, one of their Defense dice degrades one die type. For example, if a team would roll 5D8 for Defense, they will roll 4D8 and 1D6 instead.
4-5	Degraded Firepower. Until the team recuperates, one of their Firepower dice degrades die type. For example, if a team would roll 6D8 for Firepower, they will roll 5D8 and 1D6 instead.
6-7	Degraded Morale. Until the team recuperates, their Morale Die degrades by one die type. For example, a D10 Morale unit becomes a D8 Morale unit. Units reduced below D6 Morale become combat ineffective and may not be fielded until they recuperate.

8-9

Degraded Reactions. Until the team recuperates, their Troop Quality level degrades one level when making Reaction rolls. For example, a D8 Troop Quality unit would throw a D6 when making a Reaction roll. Units may not have their Troop Quality reduced below D6 for purposes of Reaction Checks.

10-11

Loss of Edge. Until the team recuperates, they gain no benefit from any previous Unit Development ranks.

12+

Fatigued. Although suffering from combat stress, the team's combat effectiveness is not impacted at this time. Raise the unit's combat stress level by 1 in all future scenarios until the unit recuperates.

Continuous Combat

Once a team begins to suffer from combat fatigue, their effectiveness will continue to degrade until they have an opportunity to recuperate. If a fatigued unit doesn't sit out the next Campaign Turn, it must roll again on the Combat Fatigue chart, regardless of what was rolled on the Unit Development chart. All combat fatigue results are applied cumulatively.

Recuperation

A chance to rest and get adequate food and shelter is an important part of recovering from combat fatigue. For the purposes of the campaign, a team automatically recuperates from all their combat stress simply by not being assigned to a mission during the Issue Orders phase of a Campaign Turn.

Unit Development Areas

The first time a team rolls a Firepower, Defense, or Reaction development, they gain the Rank 1 advancement in that development category. If they roll the same development following a subsequent scenario, they gain Rank 2, and so forth up to Rank 3.

The five Development Areas and the effects of each of their ranks are described below.

Firepower Development

Rank 1: Once per game, immediately after the team rolls to engage a hostile, the player may choose to reroll one (and only one) of its lowest Firepower dice.

Rank 2: The unit adds +2 inches to their Optimum Range.

Rank 3: The unit is upgraded one Quality Die level

when engaging a hostile with Firepower or Close Combat attacks.

Defense Development

Rank 1: Once per game, immediately after the unit is engaged by a hostile, the player may choose to reroll one (only one) of its lowest Defense dice.

Rank 2: Once per game, at the start of the turn, the unit may set up in "An Excellent Position" as per the Fog of War card of the same name.

Rank 3: This unit's defense is now upgraded by one Troop Quality die type, i.e., from D8 to D10.

Reaction Development

Rank 1: Once per game, immediately after the unit rolls a Reaction test, the player may choose to reroll their Reaction die.

Rank 2: Conditions which would normally adjust Reaction rolls negatively do not apply to this team.

Rank 3: This unit throws one Quality Die type higher than normal when making Reaction rolls, i.e., if the unit has a Troop Quality of D8, it would roll a D10 for all Reaction rolls.



AUSTRALIAN SAS TROOPER,
VIETNAM, 1969

Special Team Development

Roll 1D12:

- 1 **Advanced Overwatch:** When on Overwatch, this team may "React" whenever a friendly team within LOS engages a hostile by combining half its FP with the friendly team's roll. All other normal rules apply. This "Reaction" qualifies as a Reaction for purposes of Firepower reduction.
- 2 **Get Some!:** If this unit wins the Reaction roll against a hostile, it may choose to reduce its own Defense dice by 1 to add 1 die to Firepower for the round of fire.
- 3 **Cover Fire!:** If this unit wins the Reaction roll against a hostile, it may choose to reduce its own Firepower dice by 1 to add 1 die to its Defense for the round of fire.
- 4 **Babysitters:** The unit no longer suffers a -1 Firepower penalty when they have Dependents.
- 5 **Salty:** The unit may immediately go "In Cover" after completing a Tactical Move.
- 6 **Fearsome:** Insurgent Units "Shrink" on a 1 or 2 against this team. In addition, when this team launches a Close Assault the non-initiative unit loses half their FP rather than just -1 dice, on their Reaction Fire.
- 7 **Cowboys:** The unit may choose to engage one additional target when Splitting Fire.
- 8 **Shoot and Scoot:** As long as this unit does not have Dependents or Casualties, they have the option to Fire and then Rapid move. They still suffer all the normal penalties for a Rapid Move, including -1 Firepower.
- 9 **Eyes on the Prize:** Hostiles entering the game after the first turn may not be placed within 6" of this team.
- 10 **Bushmasters:** The unit gets one free 3" move after all setup is complete, but before the actual start of the game.
- 11 **Hard:** This team may reroll one result on the First Aid table once per game.

- 12 **Ace Point Man:** This unit may identify a single figure as a *Designated Point Man*. If the designated point man is killed, the unit loses this advantage. It is possible for a unit to have more than one Ace Point Man, but no additional advantage (other than having a spare) is accrued.

Leadership Development

Roll 1D6:

- 1 **Able and Willing:** The unit may re-roll its first failed Morale test of the game.
- 2 **Plan B:** The unit's player may draw one Fog of War card before the start of the game to hold. This card may be played at the start of any turn after the first.
- 3 **Misdirection:** When a "6" is rolled to determine the Hot Spot for the placement of new Insurgent units, roll one D6. On a 4+, the Regular Player may pick the Hot Spot rather than the Insurgent Player.
- 4 **Master of Chaos:** At the start of play, the player for this unit may look at the top two cards of the Fog of War deck and choose to place one or both back on top of the deck or at the bottom of the deck.
- 5 **Situational Awareness:** This leader provides one "Command Die". This special die may be used at any time, once per game, to contribute an additional die to any one roll.
- 6 **Unf**k Yourself:** Once per scenario, this leader's unit may roll a Troop Quality Check if his unit is suffering from Combat Fatigue. On a 4+ the effects of the Combat Fatigue is negated until the end of the scenario.

STEP 5: RETURNED TO DUTY AND REPLACEMENTS

Once all Advancement Checks have been made, determine the status of your casualty figures by consulting your Unit Sheet.

Casualties fall into one of two categories: **Returned to Duty** or **Replacements**.

Each casualty category indicates whether a wounded figure should be added to the Return to Duty or Replacement Pool on your unit status sheet. Rolling a die for each figure will determine whether figures are returned to their unit or are replaced with a stranger.

Roll for Casualties in Return to Duty Pool

Roll a unit Quality Die for each casualty figure in the Returned to Duty pool. On a 4+ they join their unit – update your Roster.

On a roll of less than 4, the casualty remains in the Returned to Duty pool.

Roll for Casualties in Replacement Pool

After rolling for troops in the Return to Duty Pool, roll one Quality Die for each casualty in the Replacement Pool. On a 4+ they are moved to the Return to Duty Pool and continue to recuperate – update your Return to Duty and Replacement pool.

On a roll of less than 4, the casualty is determined to be unfit for duty and your unit receives a replacement. Roll on the Replacement table to determine the quality of the replacement.

REPLACEMENT TABLE

Die Roll	Replacement Quality
1–2	Raw Recruit: D6 Troop Quality/D8 Morale
3–5	Trooper: D8 Troop Quality/D8 Morale
6	Lifer: D10 Troop Quality/D10 Morale

REPLACEMENTS AND COMBAT DEVELOPMENT

Combat Developments reflect a team's hard won synergy in combat, their ability to work together without any extra effort or superfluous communication. When team members are lost and replacements are brought in, that synergy can change. Too many replacements, regardless of their quality, can reduce a unit's combat effectiveness until a new synergy is formed.

If half or more of a unit are replaced at once, it must make a Troop Quality Check modified by -1 for each replacement assigned to it in this campaign turn. If the test is passed, the unit retains its combat advancements. If it fails, the unit loses any Combat Advancements it has received.

Example: A fireteam of four soldiers takes it on the nose during a mission and receives two casualties. Both casualties are serious and are allocated to the Replacement Pool. When casualty recovery checks are made at the end of the next campaign turn, both the wounded soldiers roll less than a 4 and are sent home. Two replacements are assigned to the fireteam.

Since the fireteam has received replacements equal to half its size in a single campaign turn, it must make a

INSURGENT LEADERS SCANNING FOR TARGETS
(BRITANNIA MINIATURES)



modified Troop Quality Check to determine if it loses its Combat Advancements. The unit has D8 Troop Quality. It needs to roll a 4+ to retain its Combat Developments but receives a -1 to its die roll for each replacement it has received (-2 in this case). The unit rolls a 5, which would normally be a success, but the -2 modifier for two replacements reduces the roll to a 3, which is a failure. The unit loses its Combat Developments.

BUILDING THE INSURGENCY

Rather than follow the development of individual insurgent cells, which occasionally melt away and reform with entirely different members thanks to a combination of casualties and arrests, these rules focus on the local insurgency in general.

INSURGENCY HIERARCHY

Most insurgencies share a vaguely defined hierarchy.

At the top of the hierarchy are the True Believers who keep the resistance rolling. These are the insurgency's top commanders and their loyal, idealistic troops. They are classified as Tier 1 insurgents.

Tier 1 insurgents generally have a D8 to D10 Troop Quality and D10 to D12 Morale. They tend to be Confident to Highly Confident and have a Normal Supply Level.

Next in the hierarchy are the "local insurgents." The local insurgency is usually comprised of

ALBANIAN MILITIAMAN,
SERBIA, 1999



resistance fighters who lead normal lives during the day, but take up arms to support the cause at night or when the Tier 1 insurgents put out the call. Local insurgents may also be drawn from the ranks of hired gunmen and criminals who ally themselves with the insurgency for security or political and financial gain.

Local Insurgents generally have a D6 Troop Quality and D8 to D10 Morale. They tend to have Low Confidence and Poor Supply.

Troop Quality, Morale, Confidence and Supply Level for Tier 1 and local insurgent units are suggestions only. They may vary widely based on the insurgency in question. Scenarios and companion books will define these attributes if they differ from those described here.

INSURGENCY DEVELOPMENT ROLLS

As an insurgent force wins engagements against the enemy, its prestige and credibility grows. It attracts more support, either directly (in the form of new recruits and weapons) or indirectly (in the form of voluntary support from the local population).

Each time an insurgent force ends a scenario with a result of a draw or better, it may make a roll on the Building the Insurgency table.

BUILDING THE INSURGENCY

Roll 1D10

Die Roll	Result
1	Disillusionment
2–5	No Development
6	Improved Supplies
7	Improved Troops
8	Improved Tactics
9	Special development
10	Improved Leadership

Note that multiple rolls of a single improvement raise that improvement by one rank. For instance, if a Insurgent force rolled a 6 (Improved Supplies) after a victory and then rolled a 6 again after a subsequent victory, the force would receive Rank 2 Improved Supplies.

If a force has already reached Rank 3 in an improvement and rolls that improvement again, treat the roll as “No Development.”

DISILLUSIONMENT

Sometimes winning can be so bittersweet that the joy of a victory is lost in its aftermath. If the insurgent campaign force receives a “Disillusionment” result, Local Force Insurgent become subject to the **Shrink** rule described in the Morale rules for Insurgents.

IMPROVED SUPPLIES

Rank 1: The Insurgent force receives an influx of food, bullets, and medical supplies. Roll a D6 at the beginning of subsequent games – on a roll of 4+, the Supply Level of all Insurgent units is raised by one level.

Rank 2: Supplies pour into the Insurgent force in such quantity that it becomes possible to establish decent stockpiles. Permanently raise the Supply Level of all Insurgent units to Normal (although their Supply Level may be lowered by Fog of War cards or scenario rules).

Rank 3: The Insurgent supply situation is well in hand. At the beginning of a game, roll 1D6 for each Insurgent unit deployed in the scenario – on a roll of 4+, their Supply Level is raised to Abundant for the duration of the game.

IMPROVED TROOPS

Rank 1: The Insurgent force’s reputation has attracted some tougher, more ideologically motivated recruits. At the beginning of each game, roll a D6 for each local insurgent unit deployed in the scenario – on roll of 4+,

the unit has a Troop Quality of D8 and Morale of D10.

Rank 2: Enough hard cases and ideologues have flocked to the cause that the Troop Quality of all units is raised to D8 and their Morale to D10.

Rank 3: Roll 1D6 for each unit at the start of each game. On a 4+, the unit has a Troop Quality and Morale of D10.

IMPROVED TACTICS

Rank 1: Insurgent units have developed better field craft and are treated as Stealthy Units.

Rank 2: Insurgent units have honed their stealth skills to a fine edge. Units attempting to spot them receive a -1 to their die roll.

Rank 3: Insurgent units have become so familiar with their enemy's tactics that they can usually predict their actions. All Insurgent units receive a +1 to their Reaction Test die rolls during a game.

SPECIAL DEVELOPMENT

Roll 1D6

Die Roll Special Development

- 1 Avengers:** This Insurgent force has a reputation for avenging any losses through merciless reprisals against the villages of those that stand in the way of the resistance. Opposing Irregular units are reluctant to engage this force and receive a -1 to all Reaction Test die rolls.
- 2 Light of the Revolution:** This force shines with such a true and heartfelt devotion to the revolutionary cause that it can even inspire turn-coats to return to the fold. At the beginning of the game, any

indigenous scouts or interpreters must make a Troop Quality Check. If they fail the test, they are removed from the table.

- 3 Night Stalkers:** This force receives a +1 die shift to their Morale die type when fighting at night.
- 4 Unpredictable:** Once per game at any time during a turn, this force can compel its opponent to draw a Fog of War card.
- 5 Heroes of the People:** This force is so beloved by the people that they can rely on their support. This force can re-roll any failed reinforcement roll once per turn.
- 6 Victory or Death:** This Insurgent force is so ideologically fanatical that its members will continue to fight on after receiving injuries that would normally prove disabling. When making Casualty Checks for this force, rolls of 5 or 6 result in the figure remaining in combat without ill effect.

IMPROVED LEADERSHIP

Rank 1: Insurgent leadership has been invigorated by recent successes. Raise the Morale of all Insurgent leaders to D10.

Rank 2: Insurgent leaders in this force have developed a level of tactical flexibility that allows them to overcome some of the communications and command issues inherent to their force structure. Once per game the Insurgent force may add an additional die to any multi-die roll.

Rank 3: Insurgent leaders have tapped into the fighting spirit of their force and once per game they can deliver a motivating speech or battle-cry that raises the Morale of all insurgents on the table by one die type.

REGULAR PLATOON LOG

CAMPAIGN NAME:

SETTING:

No. Turns:

Turn No.:

FORCE:

Troop Quality:

Morale:

Confidence:

Supply Level:

INTERNAL ASSETS:

AVAILABLE ASSETS:

[illegible]

VICTORY POINTS:

RETURN TO DUTY POOL:

REPLACEMENT POOL:

ADVANCEMENTS:

[illegible]

REPLACEMENT POOL:

APPENDIX 4: SAMPLE ORGANIZATIONS AND VEHICLES

ORGANIZATIONS

Standing military forces devote endless effort and shelves of carefully indexed manuals to record the structure, equipment, and capabilities of their organizations. Looking at a Table of Organization and Equipment (TO&E) for a unit gives one a fine feeling for military precision. Units are clearly defined, soldiers and gear are evenly distributed: Everything and everyone has its place and symmetry is king!

Unfortunately, the world presented by TO&Es exists primarily within those very TO&Es. The concept of “mission based organization” has been gaining steam as an official concept throughout the 20th century and has probably been an unofficial fact of military life since man first started writing down how many spearmen should be in a “proper” formation.

The organizations presented below are rough guidelines for the forces they represent, not inviolable “army lists” handed down from on high. It is not uncommon for commanders to beef up a fireteam with extra men or assets or for a lack of manpower to reduce a squad or fireteam by a third or more in manpower. Commanders may strip the machine-gunners from their squads to use as an ad hoc “weapons squad,” or rifle/grenade launchers may be replaced with regular rifles due to restrictive ROEs in an area.

In short, unit organizations are as fluid as the battlefields they fight on. Don’t get too caught up in canonical adherence to TO&Es. If you don’t have an organization chart for the Third Royal Etruscan Grenadiers, exercise a little common sense – chances are they’re organized along the lines of the Cold

War Soviet WARPAC forces or similar to modern western forces.

The following organization descriptions represent common units found on the battlefields represented by *Force on Force*.

This force list and the organization descriptions it includes are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Force on Force* mission, so they cut off at the Platoon (or equivalent) level.

Organizations are described from the bottom up, starting with the Fireteam and working up to the Platoon.

AUSTRALIA

ROYAL AUSTRALIAN REGIMENT

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

The basic building block of the Royal Australian Regiment (RAR) is the Brick. Two Bricks form a Section. Three Sections form a Platoon.

Additionally, Maneuver Support Teams (MSTs) are available to support regular Rifle Bricks. MSTs are bricks armed with AT weapons or heavier infantry suppression weapons than the standard infantry brick. MSTs may be attached as half a section, as their own section at the platoon level or as a company asset.

The following organization table is for a regular RAR Infantry Platoon.



PERENTIE LRPV,
AUSTRALIAN SAS,
AFGHANISTAN, 2002

RAR Rifle Brick

- 1 x Brick Leader w/F88*
- 1 x Grenadier w/F88/M203 UGL (Lt. AP:1/AT:0)
- 1 x Gunner w/F89 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/F88

*Note that one Brick Leader is the Section Leader and the other is the Assistant Section Leader.

RAR Section

- 2xRAR Rifle Bricks
- Or
- 1xRAR Rifle Brick
- 1xRAR MST Brick

RAR Platoon

- 3xRAR Rifle Sections
- Or
- 2 x RAR Rifle Sections
- 1 x RAR MST Section

RAR MST Brick

- 1xBrick Leader w/F88*
- 1 x Grenadier w/F88/M203 UGL (Lt. AP:1/AT:0)
- 1 x Gunner w/FN MAG58 GPMG (Med. AP:2/AT:0)
- 1 x Sniper w/SR-25 or SR-98 rifle

FRANCE

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D10

SECTION DE COMBAT (INFANTRY PLATOON)

300m Fireteam

- 1 x Caporal w/FAMAS
- 2 x Soldiers w/FAMAS and Anti Blinde Leger Launcher* (Hvy. AP:3/AT:3(H))

*French designation for AT-4 Launcher

600m Fireteam

- 1 x Caporal w/FAMAS
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Soldier w/LGI* (Lt. AP:1/AT:0) and FAMAS
- *Lance Grenade Individuel – a light grenade discharger



LEGIONNAIRE, 2E REP,
BEIRUT, 1982

Groupe de Combat (Squad)

1 x Sergent w/FAMAS
1 x 300m Fireteam
1 x 600m Fireteam

Groupe Commandement (HQ Squad)

1 x Lieutenant w/FAMAS
1 x Sergent w/FAMAS
1 x Radio Operator w/FAMAS
2 x Marksmen w/FR-F2 (Sniper Rifles – may be fielded as a Sniper Team)

Groupe Appui Anti Char (Anti-Tank Squad)

1 x Caporal w/FAMAS
2 x Gunners w/Eryx Launchers (SACLOS ATGM, Hvy. AP:4/AT:4(H), Tandem Warhead ignores ERA)
2 x Ammo Bearers w/FAMAS

Section de Combat (Platoon)

1 x Groupe Commandement (HQ Squad)
1 x Groupe Appui Anti Char (Anti-Tank Squad)
3 x Groupes de Combat (Squads)

Transport

4 x AMX-10s or VABs
4 x Gunners
4 x Drivers

GERMANY

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D10

Jäger units (comparable to the US Army Rangers) are the basic form of light infantry fielded by the modern German Bundeswehr. They specialize in assault and defense operations in rough terrain, confined spaces and modern urban warfare. They are provided with additional training to be Mountaineers (with emphasis on winter warfare) or Paratroopers. Jäger units are vital to the Bundeswehr due to their versatility and the nature of modern-day peacekeeping missions abroad.

Panzergrenadier units benefit from the mobility and protection offered by their armored fighting vehicles. They are especially well-suited for swift changes between mounted and dismounted combat to maintain the momentum of an armored assault. Their versatility and quick reaction capability enables them to gain and maintain the initiative and determine the outcome of an engagement. They wield enough heavy firepower to outflank and overcome any armored threats the enemy might field. Panzergrenadier units of the modern Bundeswehr work closely with the formations of Leopard 2 MBTs, securing and supporting their missions where necessary.

**GEBIRGSJÄGER OR
FALLSCHIRMJÄGER ZUG
(MOUNTAINEER OR PARATROOP
PLATOON)**
Jäger Trupp (Fireteam)

1 x Truppführer (Fireteam Leader) or Gruppenführer (Squad Leader) w/G36
1 x Soldat w/G36/AG36 UGL (Lt. AP:1/AT:0)
1 x Soldat w/MG4 (Lt. AP:1/AT:0)
1 x Soldat w/G36
1 x Soldat w/G36

Jäger Gruppe (Squad)

2 x Jäger Trupp (Fireteams), one of them replaces the Truppführer (Fireteam Leader) with a Gruppenführer (Squad Leader) w/G36

Jäger Zugführergruppe (Platoon HQ)

1 x Zugführer (Platoon Leader) w/G36
 1 x Soldat w/G36/AG36 UGL (Lt. AP:1/AT:0)
 1 x Soldat w/MG4 (Lt. AP:1/AT:0)
 1 x Soldat w/G36
 1 x Funker (radio operator) w/G36 and radio
and
 1 x Jäger Trupp (Fireteam)

Jäger Zug (Platoon)

1 x Jäger Zugführergruppe (Platoon HQ)
 3 x Jäger Gruppe (Squads)

Transport

4 x Tpz Fuchs

Note: The German Jäger infantry draws vehicle commanders, gunners and drivers directly from the squads. Dismounting all infantry from their transport leaves the vehicles idle without crew.

The recent deployments of the German Bundeswehr to Afghanistan have shown the need to utilize lighter transport vehicles like the ATF Dingo or the Swiss-made MOWAG Eagle IV, to reduce the damage to the Afghan infrastructure and (first and foremost) increase protection of the soldiers against IED or mine attacks. Due to the lower passenger capacity of the lighter vehicles, simply consider a Jäger platoon always having enough of the listed transports to carry everybody. A mix of transport vehicles is common practice within the German contingent in Afghanistan.

PANZERGRENADIER ZUG (PLATOON)

Panzergrenadier Gruppe (Squad)

1 x Gruppenführer (Squad Leader) w/G36
 1 x Soldat w/Panzerfaust 3 (Med. AP:2/AT:2(M), ignores ERA) and G36
 1 x Soldat w/G36 and HK69A1 Grenade Launcher 40mm (Lt. AP:1/AT:0)
 1 x Soldat w/MG3 GPMG (Med. AP:2/AT:0)
 1 x Soldat w/G36
 1 x Soldat w/G36

Panzergrenadier Zugführergruppe (Platoon HQ)

1 x Zugführer (Platoon Leader)w/G36
 1 x Soldat w/Panzerfaust 3 (Med. AP:2/AT:2(M), ignores ERA) and G36
 1 x Soldat w/G36 and HK69A1 Grenade Launcher 40mm (Lt. AP:1/AT:0)
 1 x Soldat w/MG3 GPMG (Med. AP:2/AT:0)
 1 x Soldat w/G36
 1 x Funker (radio operator) w/G36 and radio
Plus
 1 x MILAN ATGM (AP:5/AT: 4, ignores ERA) that may be fired from the HQ's Spz Marder if the



GERMAN SPECIAL FORCES
 OPERATOR, AFGHANISTAN,
 2002

commander is unbuttoned OR can be carried by the dismounted Zugführergruppe.

Panzer Grenadier Zug (Platoon)

1 x Panzergrenadier Zugführergruppe (Platoon HQ)
3 x Panzergrenadier Gruppen (Squads)

Transport

4 x Spz Marder
4 x Vehicle Commanders w/PDW (SMG, either UZI or MP-7)
4 x Drivers w/PDW (SMG, either UZI or MP-7)
4 x Gunners w/PDW (SMG, either UZI or MP-7)

Note: The German Panzergrenadier infantry draws vehicle commanders, gunners and drivers directly from the squads, but they differ from Jäger units in that the Grenadier squad's designated drivers, gunners and vehicle commanders will not dismount with the Panzergrenadier Gruppe. They will always man their IFV to support the dismounts and vice versa. The crew and their weapons are listed for instances where the crew would have to dismount due to vehicle damage.

RUSSIA

Initiative Level: D6 to D10

Confidence Level: Low to High

Supply Level: Low to Normal

Body Armor: 1D

Troop Quality/Morale: D6 to D10/D8 to D10

MOTORIZED RIFLE REGIMENT (BTR & BMP) PLATOON

Motorized Rifle Squad (BMP)

1 x Squad Leader w/AK74
1 x Assistant Squad Leader w/AK74
2 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

1 x Grenadier w/RPG (Hvy. AP:3/AT:2(M)

1 x Assistant Grenadier w/AK74

1 x BMP w/Commander, Driver, and Gunner
(Commander, Driver and Gunner do not dismount with squad)

Motorized Rifle Platoon (BMP)

1 x Platoon Leader w/Pistol (rides in 1st Squad's BMP)
1 x Sniper w/SVD Sniper Rifle (rides in 1st Squad's BMP)
1 x Assistant Platoon Leader w/AK74 (rides in 2nd Squad's BMP)
1 x Medic w/AK74 (rides in 3rd Squad's BMP)
3 x Motorized Rifle Squads

Motorized Rifle Squad (BTR-80A)

1 x Squad Leader w/AK74
1 x Assistant Squad Leader w/AK74
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Grenadier w/RPG (Hvy. AP:3/AT:2(M)
1 x Assistant Grenadier w/AK74
1 x Rifleman w/AK74



SOVIET MOTOR
RIFLEMAN, 1987

1 x BTR w/Commander, Driver, and Gunner
(Commander, Driver and Gunner do not dismount with squad)

Motorized Rifle Platoon (BTR-80A)

1 x Platoon Leader w/Pistol (rides in 1st Squad's BTR)
1 x Sniper w/SVD Sniper Rifle (rides in 1st Squad's BTR)
1 x Assistant Platoon Leader w/AK74 (rides in 2nd Squad's BTR)
1 x Medic w/AK74 (rides in 3rd Squad's BTR)
3 x Motorized Rifle Squads

UNITED KINGDOM

BRITISH ARMY

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

The basic building block of the British Army is the Fireteam. Two Fireteams form a Section. Three Sections form a Platoon.

The following organization is for 2009 or later. For earlier periods (2006-2008) reduce the number of Minimis to two per section and for 2001-2005 reduce to one Minimi in Alpha fire team and one L86A2 LSW in Bravo element.

British Army Section

Fireteam 1

1 x Squad Leader w/SA80
1 x Grenadier w/SA80 UGL

(Lt. AP:1/AT:0) and Benelli Shotgun
2 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)

Fireteam 2

1 x Asst. Squad Leader w/SA80
1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)
1 x Gunner w/L108A1 Gunner w/L108A1 SAW (Lt. AP:1/AT:0)
1 x Gunner w/GPMG (Med. AP:2/AT:0)

British Army Rifle Platoon

1 x Platoon Commander w/SA-80
1 x Platoon Sgt. w/SA-80
3 x British Army Rifle Sections

BRITISH ROYAL MARINES

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D10 to D12

The basic building block of the British Royal Marines is the Fireteam. Two Fireteams form a Section. Three Sections plus a Maneuver Section form a Troop.

British Royal Marine Section

Fireteam 1

1 x Squad Leader w/SA80
1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0) and Benelli Shotgun
2 x Gunners w/L108A1 SAW (Lt. AP:1/AT:0)



PRIVATE, 1ST BN., CHESHIRE RGT.,
NORTHERN IRELAND, 1991

Fireteam 2

- 1 x Asst. Squad Leader w/SA80
- 1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)
- 1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)
- 1 x Gunner w/GPMG (Med. AP:2/AT:0D)

British Royal Marine Maneuver Support Section

- 1 x Section Leader w/SA80
- 1 x Sniper w/Sniper Rifle
- 1 x Gunner w/60mm Mortar (Light Mortar)*
- 1 x Rifleman w/SA80

*One 60mm mortar per Troop

British Royal Marine Troop

- 1 x Platoon Commander w/SA80
- 1 x Platoon Sgt. w/SA80
- 3 x British Royal Marine Sections
- 1 x British Royal Marine Maneuver Support Section

UNITED STATES OF AMERICA

UNITED STATES MARINE CORPS (USMC)

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D10 to D12

The basic building block of the United States Marine Corps is the Fireteam. Three fireteams under a Squad Leader form a Squad. Three Squads under a Platoon Leader form a Platoon.

USMC Fireteam

- 1 x Fireteam Leader w/M16A4 (ACOG equipped)
- 1 x Grenadier w/M203 (Lt. AP:1D/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Assistant Gunner w/M16A4 (ACOG equipped)

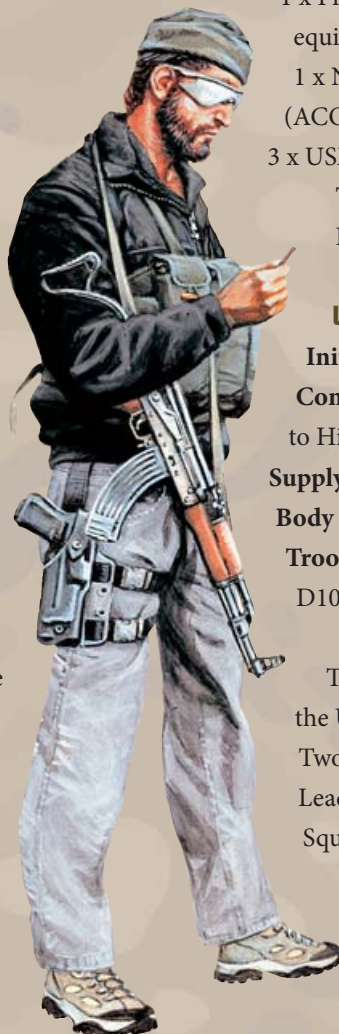
USMC Squad*

- 1 x Squad Leader w/M16A4 (ACOG equipped)
- 3 x USMC Fireteams

*One rifleman per squad is a Designated Marksman (DMR) equipped with a SAM-R rifle

USMC Platoon

- 1 x Platoon Leader w/M16A4 (ACOG equipped)
 - 1 x Platoon Sgt. w/M16A4 (ACOG equipped)
 - 1 x Navy Corpsman w/M16A4 (ACOG equipped)
 - 3 x USMC Squads
- Transport takes the form of Humvees or AAVs.



US ARMY

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

The basic building block of the US Army is the Fireteam. Two Fireteams under a Squad Leader make up a Squad. Four Squads make up a Platoon.

CIA OPERATIVE,
AFGHANISTAN, 2001

US ARMY STRYKER BRIGADE COMBAT TEAM RIFLE PLATOON

US Army Rifle Fireteam

- 1 x Fireteam Leader w/M4 (ACOG equipped)
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Assistant Gunner w/M4 (ACOG equipped)

US Army Rifle Squad*

- 1 x Squad Leader w/M4 (ACOG equipped)
- 2 x Rifle Fireteams
- *One rifleman per squad is also a Designated Marksman (DMR) armed with an EBR-RI, M110, or possibly an XM25 (Lt. AP:2/AT:0).

Weapons Squad

- 1 x Squad Leader w/M4 (ACOG equipped)
- 2 x Gunners w/MG240s (Med. AP:2/AT:0)
- 4 x Assistant Gunners w/M4 (ACOG equipped)

*Note that the Squad can split into two MG teams, each of which is treated as a Weapons Team.

US INFANTRYMAN,
BAGHDAD, 2004

US Army Rifle Platoon HQ Squad

- 1 x Platoon Leader w/M4 (ACOG equipped)
- 1 x Platoon Sgt. w/M4 (ACOG equipped)
- 1 x Radio Operator w/M4 (ACOG equipped)
- 1 x Forward Observer w/M4 (ACOG equipped)
- 1 x Trauma Expert (Medic) w/M16 or M4 (ACOG equipped) *Medic is attached to platoon, he is not an organic asset*

Transport**

- 4 x Stryker IFVs
- 3 x Vehicle Commanders*
- 4 x Drivers

*The vacant Vehicle Commander position can be filled by one of the platoon's leaders.

**It should be noted that the four Strykers have a carrying capacity of 44 personnel, but the organization above lists 45 organic personnel and an attached medic for a total of 46 personnel. It is unusual for all personnel to be used in a given operation as some are tactical cross-loaded to other units in the company, are not necessary to the operation, or are otherwise unavailable.

US Army Rifle Platoon

- 1 x Rifle Platoon HQ Squad
- 3 x Rifle Squads
- 1 x Weapon Squad

US ARMY MECHANIZED RIFLE PLATOON – BRADLEY FIGHTING VEHICLES (BFVs)

US Army Rifle Fireteam

- 1 x Fireteam Leader w/M4 (ACOG equipped)
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Assistant Gunner w/M4 (ACOG equipped)



US Army Rifle Squad*

1 x Squad Leader w/M4 (ACOG equipped)

2 x Rifle Fireteams

*One rifleman per squad is an AT specialist and carries Javelin AT launcher in addition to his M4. One rifleman per squad is also a Designated Marksman (DMR) armed with an EBR-RI, M110, or possibly an XM25 (Lt. Support, AP:2/AT:0).

US Army Rifle Platoon HQ Squad

1 x Platoon Leader w/M4 (ACOG equipped)

1 x Radio Operator w/M4 (ACOG equipped)

Transport

Section A

1 x HQ BFV

1 x Platoon Sgt./Vehicle Commander w/M4 (ACOG equipped)

1 x Gunner w/ M4 (ACOG equipped)

1 x Driver w/ M4 (ACOG equipped)

1 x Alternate Gunner w/ M4 (ACOG equipped)

1 x BFV

1 x Platoon Master Gunner w/ M4 (ACOG equipped)

1 x Gunner w/ M4 (ACOG equipped)

1 x Driver w/ M4 (ACOG equipped)

Note: The Platoon Sergeant is the commander of one of the BFVs. He stays with the vehicle sections to command them. If he chooses to dismount, the gunner takes command of the BFV and the alternate gunner assumes control of the gun.

Section B

2 x BFV

2 x Vehicle Commanders w/ M4 (ACOG equipped)

2 x Gunners w/ M4 (ACOG equipped)

2 x Drivers w/ M4 (ACOG equipped)

US ARMY RANGERS

This organization is for 2009+.

US Army Ranger Rifle Fireteam

1 x Fireteam Leader w/M4A1 (ACOG equipped)

1 x Grenadier w/M203(Lt. AP:1/AT:0)

1 x Gunner w/Mk. 46 Mod 0 SAW (Lt. AP:1/AT:0)

1 x Assistant Gunner w/M4A1 (ACOG equipped)

US Army Ranger Rifle Squad*

1 x Squad Leader w/M4A1 (ACOG equipped)

2 x Rifle Fireteam

*One rifleman per squad is a Designated Marksman (DMR) equipped with an EBR rifle

US Army Ranger Weapons Squad

1 x Squad Leader w/M4A1 (ACOG equipped)

3 x Gunners w/Mk. 46 or Mk. 48 (Med. AP:2/AT:0)

3 x Assistant Gunners w/M4A1 (ACOG equipped)

3 x Ammo Bearers w/M4A1 (ACOG equipped)

Members of the squad may also be equipped with sniper rifles or Carl Gustavs based on mission requirements.

US Army Ranger Platoon

1 x Platoon Leader w/M4A1 (ACOG equipped)

1 x Platoon Sgt. w/M4A1 (ACOG equipped)

1 x Radio Operator w/M4A1 (ACOG equipped)

3 x Rifle Squads

1 x Ranger Machinegun Squad

VEHICLES

FORCE ON FORCE

US SOFT-SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGs	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES
DPV – Desert Patrol Vehicle aka “Chenoweth”	S	W	M2HB (Hvy. Support: AP:4/AT:1) or Mk.19 (Med. Support: AP:3/AT:0)	Light N/A	(M240G) 3D N/A	1D6 1D6	1D6 1D6	1D6 1D6	1D6 1D6	1+2 1+9	Usually carries 2 x AT-4 Launchers for use dismounted. Usually not armed
M998 HMMWV cargo/troop carrier	S	W	Pintle M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	1D6 2D6	1D6 2D6	1D6 2D6	1D6 1D6	1+4	MP versions mount CS grenade launchers
M1043 HMMWV weapons carrier	S	W	M2HB (Hvy. Support: AP:4/AT:1) or Mk.19 (Med. Support: AP:3/AT:0) or M240 MG (Med.support: AP:3/AT:0)	Light N/A N/A	Up-armored: N/A	1D6 2D6	1D6 2D6	1D6 2D6	1D6 1D6	1+4	MP versions mount CS grenade launchers
M1114 HMMWV (UA)	S	W	M2HB (Hvy. Support: AP:4/AT:1) or Mk.19 (Med. Support: AP:3/AT:0) or M240 MG (Med.support: AP:3/AT:0)	Light N/A N/A	N/A	2D6	2D6	2D6	1D6	1+4	Up-Armored Soft-Skin May be fitted with Improved MGs (CROWS) +1 Firepower die for MGs MP versions mount CS grenade launchers
M1151A1 HMMWV (w/B1 kit)	S	W	M2HB (Hvy. Support: AP:4/AT:1) or Mk.19 (Med. Support: AP:3/AT:0) or M240 MG (Med.support: AP:3/AT:0)	Light N/A N/A	N/A	2D6	2D6	2D6	1D6	1+4	Up-Armored Soft-Skin May be fitted with Improved MGs (CROWS) +1 Firepower die for MGs MP versions mount CS grenade launchers
M966 HMMWV TOW	S	W	TOW II ATGM (AP:4/AT:4) M240 GPMG (AP:3/AT:0)	Heavy	N/A Up-Armored	1D6 2D6	1D6 2D6	1D6 2D6	1D6 1D6	4	May Fire and Move at Tactical Speed May be Up-Armored
Ground Mobility Vehicle (GMV) “Dumvee”	S	W	M2HB (Hvy. Support: AP:4/AT:1) or Mk.19 (Med. Support: AP:3/AT:0) or M240 MG (Med.support: AP:3/AT:0) Plus 2 x GPMGs, mounted on front and rear passenger side pintels (AP:3/AT:0)	Light N/A N/A N/A	Up-armored: N/A	1D6 2D6	1D6 2D6	1D6 2D6	1D6 1D6	1+4	

APPENDIX 4: SAMPLE ORGANIZATIONS AND VEHICLES

US LIGHT VEHICLES											
NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	DREW	NOTES/ATTRIBUTES
AAV-7A1	L	T	M2HB (Hvy. Support: AP:4/AT:1) Mk.19 (Med. Support: AP:3/AT:0)	Light N/A	N/A Up-Armored	3D8 4D8	2D8 3D8	2D6 3D6	1D6 1D6	3+25	Amphibious Can be Up-Armored (EAAK) Cannot fire M2HB and MK19 at same target
LAV-25/A1	L	W	25mm Chain Gun(AP:5/AT:3)	Medium	3D	3D8	2D8	2D6	1D6	3+6	Amphibious May be fitted with Bar Armor on all facings but Deck
M113 A2 APC	L	T	M2HB (Hvy. Support: AP:4/AT:1)	Light	N/A	2D8	1D8	1D6	1D6	2+11	Obsolete Amphibious
M113 A3 APC	L	T	M2HB (Hvy. Support: AP:4/AT:1)	Light	Up-Armored	2D8 3D8	1D8 2D8	1D6 2D6	1D6 1D6	2+11	Obsolete Lifesaver May be Up-Armored but will no longer be Amphibious May be fitted with Bar Armor on all facings but Deck
M2A1 Bradley IFV	L	T	25mm Chain Gun (AP:5/AT:3) TOW II ATGM (AP:4/AT:4)	Medium Heavy	3D	3D8	2D8	2D6	1D6	3+7	Amphibious (with preparation) Cannot fire Main Gun and ATGM same turn
M3A1 Bradley IFV	L	T	25mm Chain Gun (AP:5/AT:3) TOW II ATGM (AP:4/AT:4)	Medium Heavy	3D	3D8	2D8	2D6	1D6	3+7	Amphibious (with preparation) Cannot fire Main Gun and ATGM same turn
M1126 Stryker ICV	L	W	RWS M2HB (Hvy. Support: AP:5/AT:1) or RWS Mk.19 (Med. Support: AP:4/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+9	Enhanced Fire Control Lifesaver May be fitted with Bar Armor on all facings but Deck
M1127 Stryker ICV	L	W	M2HB (Hvy. Support: AP:5/AT:1) Javelin ATGM (AP:3/AT:4)	Light Heavy	N/A	3D8	2D8	2D6	1D6	2+9	Lifesaver May be fitted with Bar Armor on all facings but Deck
Buffalo (6x6) MPV	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+4	Advanced Sensors (LRAS3) Lifesaver Mine Resistant Equipped with remote operator arm
Caiman (6x6) MRAP	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+10	Used by Mine Clearance Teams Lifesaver Mine Resistant
Cougar (4x4) MRAP	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+6	Lifesaver Mine Resistant Hardened Can be equipped with Bar Armor

Cougar (6x6) MRAP	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light	N/A	3D8	2D8	2D6	1D6	2+10	Lifesaver Mine Resistant
MaxxPro (4x4) MRAP	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+6	Lifesaver Mine Resistant
MaxxPro (6x6) MRAP	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+10	Lifesaver Mine Resistant
RG-31/Mk5 (4x4) MRAP	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+6	Lifesaver Mine Resistant
RG-31/Mk5 (4x4) MRAP	L	W	M2HB (Hvy. Support: AP:4/AT:1) or M240 MG (Med.support: AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+6	Lifesaver Enhanced Fire Control Mine Resistant
M901 ITV	L	T	2 x TOW II ATGM (AP:4/AT:4)	Heavy	N/A	3D8	2D8	2D6	1D6	4	Amphibious
LAV-AT	L	W	2 x TOW II ATGM (AP:4/AT:4)	Heavy	3D	3D8	2D8	2D6	1D6	4	Amphibious May Fire & Move at Patrol speed
M1127 Stryker ICV	L	W	2 x TOW II ATGM (AP:4/AT:4)	Heavy	N/A	3D8	2D8	2D6	1D6	4	Lifesaver May be fitted with Bar Armor on all facings but Deck
M1128 Stryker MGS	L	W	105mm Gun (Heavy Gun: AP:5/AT:4)	Heavy	N/A	3D8	2D8	2D6	1D6	3	Lifesaver May be fitted with Bar Armor on all facings but Deck

US MEDIUM VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
M2A2 Bradley IFV	M	T	25mm Chain Gun(AP:5/AT:3) TOW II ATGM (AP:4/AT:4)	Medium Heavy	3D	3D10	2D10	2D8	1D6	3+6	Cannot fire Main Gun and ATGM same turn ODS variant includes Countermeasures (IR jammer/MCD)
M2A3 Bradley IFV	M	T	25mm Chain Gun(AP:5/AT:3) TOW II ATGM (AP:4/AT:4)	Medium Heavy	3D	3D10	2D10	2D8	1D6	3+6	Cannot fire Main Gun and ATGM same turn May be fitted with ERA
M3A2 Bradley IFV	M	T	25mm Chain Gun(AP:5/AT:3) TOW II ATGM (AP:4/AT:4)	Medium Heavy	3D	3D10	2D10	2D8	1D6	3+2	Cannot fire Main Gun and ATGM same turn ODS variant includes Countermeasures (IR jammer/MCD)
M3A3 Bradley IFV	M	T	25mm Chain Gun (AP:5/AT:3) TOW II ATGM (AP:4/AT:4)	Medium Heavy	3D	3D10	2D10	2D8	1D6	3+6	Cannot fire Main Gun and ATGM same turn May be fitted with ERA

APPENDIX 4: SAMPLE ORGANIZATIONS AND VEHICLES

US HEAVY VEHICLES											
NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
M60 A1 Patton MBT	H	T	105mm (AP:5/AT:4) M2HB (Hvy. Support: AP:4/AT:1)	Heavy Light	3D	3D10	2D10	1D8	1D6	4	Obsolete 105mm APERS round 6D vs troops in open/light cover (TQ Test for availability) May be fitted with ERA (Blazer ERA)
M60 A3 Patton MBT	H	T	105mm (AP:5/AT:4) M2HB (Hvy. Support: AP:4/AT:1)	Heavy Light	3D	3D10	2D10	1D8	1D6	4	Obsolete 105mm APERS round 6D vs troops in open/light cover (TQ Test for availability) May be fitted with ERA (Blazer ERA)
M1 Abrams MBT	H	T	105mm (AP:5/AT:4)	Heavy	4D	4D12	3D12	3D10	2D8	4	105mm APERS round 6D vs troops in open/light cover (TQ Test for availability) Improved MGs
M1A1 Abrams MBT	H	T	M2HB (Hvy. Support: AP:4/AT:1) 120mm (AP:5/AT: 6) M2HB (Hvy. Support: AP:4/AT:1)	Light Heavy Light	4D	4D12	3D12	3D10	2D8	4	Heavy Hitter Improved MGs Lifesaver Safe Haven M1040 Cannister round: 6D vs troops in open/light cover (TQ Test for availability) Note that the M1A1 is entering service with the Australian military as a replacement to the Leopard MBT. Also used by post-war Iraqi army and armies of Kuwait, Saudi Arabia, and Egypt.
M1A1 (HA) Abrams MBT	H	T	120mm (AP:5/AT: 6) M2HB (Hvy. Support: AP:4/AT:1)	Heavy Light	4D	5D12	4D12	3D12	2D8	4	Up-Armored APS-2 Heavy Hitter Improved MGs Safe Haven Lifesaver M1040 Cannister round: 6D vs troops in open/light cover (TQ Test for availability)
M1A2 Abrams MBT	H	T	120mm (AP:5/AT: 6) M2HB (Hvy. Support: AP:4/AT:1)	Heavy Light	4D	5D12	4D12	3D12	2D8	4	M2HB may only be fired with CT unbuttoned Up-Armored Heavy Hitter Improved MGs Safe Haven Lifesaver M1040 Cannister round: 6D vs troops in open/light cover (TQ Test for availability)
M1A2 TUSK MBT	H	T	120mm (AP:5/AT: 6) M2HB (Hvy. Support: AP:4/AT:1)	Heavy Light	4D	5D12	4D12	3D12	2D8	4	Up-Armored ERA Bar Armor Heavy Hitter Improved MGs Safe Haven Lifesaver M1040 Cannister round: 6D vs troops in open/light cover (TQ Test for availability)

UK SOFT-SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	DREW	ATTRIBUTES/NOTES
Land Rover Wolf	S	W	Usually unarmed	Light	N/A	1D6	1D6	1D6	1D6	1+7	Military version of LR Defender
Snatch	S	W	Usually unarmed	Light	N/A	1D6	1D6	1D6	1D6	1+7	Hardened
Land Rover Wolf WMK	S	W	M2HB (Hvy. Support: AP:4/AT:1) or 7.62mm GPMG (Med. Support: AP:3/AT:0 or HK GMG (Med. Support: AP:3/AT:0) or MILAN ATGM (AP: 4/AT: 4, ignores ERA)	Light	3D6 (Pintle mounted GPMG	1D6	1D6	1D6	1D6	2 + 6	Armed version of Land Rover Wolf
Supacat Jackal (M-WMK)	S	W	M2HB (Hvy. Support: AP:4/AT:1) or HK GMG (Med. Support: AP:3/AT:0)	Light	3D6 (Pintle mounted GPMG	2D6	2D6	2D6	1D6	3	Up armored Soft-Skin Open Top
Pinzgauer (4x4) (6x6)	S	W	Pintle Mounted or Jury Rigged GPMG (Med. Support, AP: 3/AT: 0)	N/A	N/A	1D6	1D6	1D6	1D6	2+8 2+10	
Fox (FV721) CVR(W)	S	W	30mm Auto Cannon (AP:3/AT: 2)	Medium	Coax. 3D	2D6	2D6	1D6	1D6	3	Amphibious (with preparation)
Iveco Panther CLV	S	W	RWS GPMG (Med. Support, AP:4/AT:0)	N/A	N/A	2D6	2D6	1D6	1D6	1 + 3	Hardened Enhanced Fire Control (RWS)
Vector PPV	S	W	GPMG (Med. Support, AP:3/AT:0) or Minimi (Lt. Support (AP:2/AT:0)	N/A	N/A	2D6	2D6	1D6	1D6	2+6	Hardened

UK HEAVY VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	DREW	NOTES/ATTRIBUTES
Chieftain MBT (FV 4201)	H	T	120mm (AP:5/AT: 6) M2HB (Hvy. Support: AP:4/ AT:1)	Heavy Light	3D	4D10	3D10	2D8	2D8	4	HESH rounds give +1 Firepower die vs. structures
Challenger I MBT (FV4030/4)	H	T	120mm (AP:5/AT:6)	Heavy	3D	4D12	3D12	2D10	2D8	4	HESH rounds give +1 Firepower die vs. structures
Challenger II MBT (FV4032)	H	T	120mm (AP:5/AT:6) M2HB (Hvy. Support: AP:4/AT:1)	Heavy Light	4D	5D12	4D12	3D12	2D8	4	Up-Armored Safe Haven Lifesaver HESH rounds give +1 Firepower die vs. structures

APPENDIX 4: SAMPLE ORGANIZATIONS AND VEHICLES

UK LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Warrior Recon Vehicle	L	T	30mm Auto Cannon (AP:3/AT:2) HK GMG (Med. Support: AP:3/AT:0)	Medium	3D <i>Up-Armored</i>	3D8 4D8	2D8 3D8	2D6 3D6	1D6 1D6	3+2	<i>Can be Up-Armored</i>
Striker FV 102 ATGM	L	T	5 x Swingfire ATGM (AP:4/AT:4) <i>Tandem warhead ignores ERA</i>	Heavy	3D	3D8	2D8	2D6	1D6	2+4	<i>Amphibious</i> May be fired remotely from up to 100m distant
Tempest MPV	L	W	GPMG (Med. Support, AP:3/AT:0)	N/A	N/A	3D8	2D8	2D6	1D6	2+4	<i>Hardened</i> <i>Used by Royal Engineer bomb disposal teams</i>
Mastiff PPV	L	W	M2HB (Hvy. Support: AP:4/AT:1) or HK GMG (Med. Support: AP:3/AT:0) or GPMG (Med. Support, AP:3/AT:0)	Light N/A N/A	N/A N/A	3D8	2D8	2D6	1D6	2+10	<i>Hardened</i> <i>Can be fit with Bar Armor</i> <i>Lifesaver</i> <i>Mine Resistant</i>
Ridgeback PPV	L	W	RCWS M2HB (Hvy. Support: AP:4/AT:1) or RCWS GPMG (Med. Support, AP:3/AT:0)	Medium N/A	N/A	3D8	2D8	2D6	1D6	2+4	<i>Hardened</i> <i>Enhanced Fire Control</i> <i>Can be fit with Bar Armor</i>
AT105 Saxon APC	L	W	7.62 GPMG (Med. Support, AP:3/AT:0)	N/A	N/A	3D8	2D8	2D6	1D6	2+10	
FV432 Trojan APC	L	W	7.62 GPMG (Med. Support, AP:3/AT:0)	Light	N/A	3D8	2D8	2D6	1D6	2+10	<i>Amphibious (with preparation)</i>
FV432 Bulldog APC	L	W	7.62 GPMG (Med. Support, AP:3/AT:0) or RW'S M2HB (Hvy. Support: AP:5/AT:1)	N/A Light	N/A	4D8	3D8	3D6	1D6	2+10	<i>Up Armored</i> <i>May be fitted with Bar Armor</i>
FV103 Spartan APC	L	T	7.62 GPMG (Med. Support, AP:3/AT:0)	N/A	3D	3D8	2D8	2D6	1D6	2+5	<i>Amphibious</i> <i>Can be fit with Bar Armor</i>
Stormer APC	L	T	Milan ATGM (AP:4/AT:4) <i>Tandem warhead ignores ERA</i>	Heavy	3D	3D8	2D8	2D6	1D6	2+12	<i>Amphibious</i>
FV510 Warrior IFV	L	T	30mm Auto Cannon (AP:3/AT:2)	Medium	3D	3D8	2D8	2D6	1D6	3+7	<i>Can be Up-Armored</i>
Scorpion (FV101) CVR(T)	L	T	75mm (AP:3/AT:2)	Medium	<i>Up-Armored</i> 3D	4D8	3D8	3D6	1D6		<i>Can be fit with Bar Armor</i>
Scimitar (FV107) CVR(T)	L	T	30mm Auto Cannon (AP:3/AT:2)	Medium	3D	3D8	2D8	2D6	1D6	3	<i>Amphibious</i>
Sabre CVR(T)	L	T	30mm Auto Cannon (AP:3/AT:2)	Medium		3D8	2D8	2D6	1D6	3	<i>Amphibious</i> <i>Bar Armor</i>
Samaritan (FV 104)	L	T	Unarmed	N/A	N/A	3D8	2D8	2D6	1D6	3	<i>Amphibious</i>
Sultan (FV105)	L	T	7.62 GPMG (Med. Support, AP:3/AT:0)	N/A	N/A	3D8	2D8	2D6	1D6	6	<i>Can be fit with Bar Armor</i> <i>Amphibious</i> Command and Control (C2) Vehicle <i>Can be fit with Bar Armor</i>

FRENCH SOFT-SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MBS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES
VBL	S	W	AA-52 GPMG (Lt. Support, AP: 3/AT: 0)	N/A	N/A	2D6	2D6	2D6	1D6	2+1	Up-Armored
VBL RECO 12.7	S	W	12.7mm HMG (Hvy. Support, AP:4/AT:1)	Light	N/A	2D6	2D6	2D6	1D6	2+1	Up-Armored

FRENCH LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MBS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
AMX 10P/Milan ATGM	L	T	2 x Milan Missiles (AP: 4/AT: 4)/Tandem warhead ignores ERA	Heavy	N/A	3D8	2D8	2D6	1D6	3	
AMX 10P IFV	L	T	20mm Auto cannon (AP:3/AT:2)	Light	3D Up-Armored:	3D8 4D8	2D8 3D8	2D6 3D6	1D6 1D6	3+8 3+8	Amphibious May be fitted with ERA Up-Armored version loses Amphibious capability
VAB VTTT 4x4 APC	L	W	AA-52 GPMG (Lt. Support, AP: 3/AT: 0) or RWS M2HB (Hvy. Support, AP: 5/AT: 1)	N/A	N/A	3D8	2D8	2D6	1D6	2+10	RWS Mounted M2HB on some provide Enhanced Fire Control
VAB T-20/13	L	W	20mm Auto cannon (AP:3/AT:2)	Light	N/A	3D8	2D8	2D6	1D6	3+4	Amphibious Used for Fire Support and Counter Sniper
VAB-Genie (6x6) APC	L	W	Usually unarmed	N/A	N/A	3D8	2D8	2D6	1D6	2+10	Amphibious Used by Combat Engineers May be Up-Armored
VBCI IFV	L	W	25mm Autocannon (AP:4/AT:3)	Light	Up-Armored:	3D8 4D8	2D8 3D8	2D6 3D8	1D6 1D6	2+9 2+9	
AMX-10RC	L	W	105mm (AP:4/AT:4)	Heavy	3D	4D8	3D8	3D8	1D6	4	Up-Armored Countermeasures
ERC-90 Sagaie	L	W	90mm Cannon (AP:4/AT:3)	Medium	3D	3D8	2D8	2D6	1D6	3	

FRENCH MEDIUM VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MBS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
AMX-30B2 MBT	M	T	105mm (AP:4/AT:4) 20mm Coax (AP:3/AT:2)	Heavy Light	3D	3D10	2D10	2D8	1D6	4	May be fitted with ERA

FRENCH HEAVY VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MBS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Leclerc MBT	H	T	120mm Cannon (AP:4/AT: 6) 20mm Coax (AP:3/AT:2)	Heavy	3D	5D12	4D12	2D10	2D8	4	Up-Armored Heavy Hitter Improved MGs Lifesaver Safe Heaven

GERMAN SOFT-SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGB	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES
Mercedes Benz G Wagen	S	W	Usually unarmed	N/A	N/A	1D6	1D6	1D6	1D6	1+5	Common utility vehicle
LAPV Enrok	S	W	Usually unarmed	N/A	N/A	2D6	2D6	2D6	1D6	1+5	Uparmored Soft-Skin version of G-Wagen
MOWAG Eagle IV	S	W	M2HB (Hvy. Support: AP-4/AT:1) or HK GMG (Med. Support: AP-3/AT:0)	Light	N/A	2D6	2D6	2D6	1D6	1+4	Uparmored Soft-Skin
LGS Fennek	S	W	MG3 (Med. Support: AP-3/AT:0) or HK GMG (Med. Support: AP-3/AT:0)	N/A	N/A	2D6	2D6	2D6	1D6	3	
AGF Serval	S	W	M2HB (Hvy. Support: AP-4/AT:1) or HK GMG (Med. Support: AP-3/AT:0)	Light	3D	1D6	1D6	1D6	1D6	4	Open Top
ATF Dingo 2	S	W	M2HB (Hvy. Support: AP-4/AT:1) or HK GMG (Med. Support: AP-3/AT:0)	Light	N/A	2D6	2D6	1D6	1D6	2+6	Mine Resistant Lifesaver
Mungo ESK	S	W	HK GMG (Med. Support: AP-3/AT:0)	N/A	N/A	2D6	2D6	1D6	1D6	2+8	Light armored cargo carrier
Wiesel 1	S	T	MG3 (Med. Support: AP-3/AT:0)	N/A	N/A	2D6	2D6	1D6	1D6	2	
Wiesel 2	S	T	MG3 (Med. Support: AP-3/AT:0)	N/A	N/A	2D6	2D6	1D6	1D6	2+4	APC version of Wiesel 1

GERMAN LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGB	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Luchs	L	W	20mm Autocannon (AP-3/AT:2)	Light	3D	3D8	2D8	2D6	1D6	4	Amphibious
TPZ Fuchs APC	L	W	Milan ATGM (AP-4/AT:4) Tandem warhead ignores ERA	Heavy	3D	3D8	2D8	2D6	1D6	2+10	Amphibious Lifesaver
YAK (Duro III)	L	W	G3 GPMG (Med. Support: AP-3/AT:0) Or HK GMG (Med. Support: AP-3/AT:0)	N/A	N/A	3D8	2D8	2D6	1D6	2+12	Lifesaver Hardened
KMW Grizzly	L	W	RWS M2HB (AP-5/AT:1) or RWS HK GMG (Med. Support, AP-4/AT:0)	Light	N/A	3D8	2D8	2D6	1D6	1+10	Lifesaver Hardened Advanced Fire Control

GERMAN MEDIUM VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGB	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
GfK Boxer MR-AFV	M	W	M2HB (Hvy. Support: AP-4/AT:1) Or HK GMG (Med. Support: AP-3/AT:0)	Light	N/A	3D10	2D10	2D8	1D6	3+8	
SPZ Puma IFV	M	T	30mm Auto Cannon (AP-4/AT:3) Spike LR ATGM (AP-4/AT:4) Ignores ERA and performs Deck Attack – Fire & Forget	Light Heavy	3D	3D10	2D10	2D8	1D6	2+4	AP Grenade Launcher
Marder 1A3 IFV	M	T	20mm Autocannon (AP-3/AT:2) Milan ATGM (AP-4/AT:4)	Light Heavy	3D	3D10	2D10	2D8	1D6	3+6	Cannot fire Main Gun and ATGM in the same Activation/Reaction
Marder 1A5 IFV	M	T	Tandem warhead ignores ERA 20mm Autocannon (AP-3/AT:2) Milan ATGM (AP-4/AT:4) Tandem warhead ignores ERA	Light Heavy	3D	3D10	2D10	2D8	1D6	3+6	TC must be unbuttoned to fire ATGM Hardened Lifesaver Cannot fire Main Gun and ATGM in the same Activation/Reaction TC must be unbuttoned to fire ATGM

GERMAN HEAVY VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Leopard 1A4 MBT	H	T	105mm (AP:4/AT:4)	Heavy	3D	3D10	2D10	1D8	1D6	4	<i>Obsolete</i> Also in use with the Australian Army, phased out for M1A1 Abrams beginning in 2007
Leopard 1A5 MBT	H	T	105mm (AP:4/AT:4)	Heavy	3D	4D10	3D10	2D10	2D6	4	<i>Obsolete</i> <i>Up-Armored</i>
Leopard 2A4 MBT	H	T	120mm (AP:5/AT: 6)	Heavy	3D	4D12	3D12	3D10	2D8	4	Also in use with the armies of Canada, Denmark, and Spain
Leopard 2A5 MBT	H	T	120mm (AP:5/AT: 6)	Heavy	3D	5D12	4D12	3D10	2D8	4	<i>Up-Armored</i> <i>Safe Haven</i> <i>LifeSaver</i>
Leopard 2A6 MBT	H	T	120mm (AP:5/AT: 6)	Heavy	3D	5D12	4D12	3D10	2D8	4	<i>Up-Armored</i> <i>LifeSaver</i> <i>Safe Haven</i> Also in use with the armies of Canada, Denmark, Portugal, and Spain
Leopard 2(A5) PSO	H	T	120mm (AP:5/AT: 6)	Heavy	3D	5D12	4D12	3D10	2D8	4	<i>Up-Armored</i> <i>Hardened</i> <i>Safe Haven</i> <i>LifeSaver</i> <i>Dozer Blade</i>

RUSSIAN SOFT-SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES
UAZ-469/UAZ-3151	S	W	Pintel Mounted MG (Med. Suport, AP:3/AT:0)		N/A	1D6	1D6	1D6	1D6	1+4	Standard light utility vehicle
GAZ-2875 <i>Tigr</i>	S	W	Pintel Mounted MG (Med. Suport, AP:3/AT:0)		N/A	1D6	1D6	1D6	1D6	2+3	Russian "HMMWV"
GAZ-3937 <i>Vodnik</i>	S	W	Pintel Mounted MG (Med. Suport, AP:3/AT:0)		N/A	1D6	1D6	1D6	1D6	2+9	<i>Amphibious</i>

APPENDIX 4: SAMPLE ORGANIZATIONS AND VEHICLES

RUSSIAN LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	DREW	ATTRIBUTES/NOTES
BRDM-2	L	W	14.5mm HMG (Hvy. Support, AP:4/AT:1)	Light	3D	3D6	2D6	1D6	1D6	4	Amphibious Poor Armor
BRDM-3 (BTR-80A)	L	W	30mm Cannon (AP:3/AT:2)	Medium	3D	3D6	2D6	1D6	1D6	3+3	Amphibious Poor Armor
BMD-1	L	T	73mm (AP:4/AT:2) ATGM (AT-3) (AP:3/AT:4)	Medium Heavy	3D	3D6	2D6	1D6	1D6	3+5	Amphibious Poor Armor Main Gun & ATGM may not be fired at the same time
BMD-1P	L	T	73mm (AP:4/AT:2) ATGM (AT-4/5) (AP:3/AT:4*) *Ignores ERA, -1 Defense Die vs. Advanced ERA	Medium Heavy	3D	3D6	2D6	1D6	1D6	3+5	Amphibious Poor Armor Main Gun & ATGM may not be fired at the same time
BMD-2	L	T	30mm Cannon (AP:3/AT:2) ATGM (AT-4/5) (AP:3/AT:4*) *Ignores ERA, -1 Defense Die vs. Advanced ERA	Medium Heavy	3D	3D6	2D6	1D6	1D6	3+4	Amphibious Poor Armor Main Gun & ATGM may not be fired at the same time
BMD-3	L	T	30mm Cannon (AP:3/AT:2) ATGM (AT-4/5) (AP:3/AT:4*) *Ignores ERA, -1 Defense Die vs. Advanced ERA	Medium Heavy	3D	3D8	2D8	2D6	1D6	3+4	Amphibious Main Gun & ATGM may not be fired at the same time
BMD-4	L	T	30mm Cannon (AP:3/AT:2) 100mm Cannon (AP: 4/AT:3)	Medium Medium	3D	3D8	2D8	2D6	1D6	3+4	Amphibious 100mm, 30mm & ATGM may not be fired at the same time Carries two Man Portable SAM
BMP-1	L	T	Gun Launched ATGM (AP:3/AT:4) 73mm (AP:4/AT:2) ATGM (AT-3) (AP:3/AT:4)	Medium Heavy	3D	3D8	2D8	2D6	1D6	3+7	Amphibious Poor Armor
BMP-2	L	T	30mm Cannon (AP:3/AT:2) ATGM (AT-4/5) (AP:3/AT:4*) *Ignores ERA, -1 Defense Die vs. Advanced ERA	Medium Heavy	3D	3D8	2D8	2D6	1D6	3+7	Amphibious Main Gun & ATGM may not be fired at the same time
BMP-2D/E	L	T	30mm Cannon (AP:3/AT:2) ATGM (AT-4/5) (AP:3/AT:4*) *Ignores ERA, -1 Defense Die vs. Advanced ERA	Medium Heavy	3D	4D8	3D8	2D6	1D6	3+7	Up-Armored NOT Amphibious Main Gun & ATGM may not be fired at the same time
BTR-D	L	T	MG or AGI (Med. Support, AP:3/AT:0)	N/A	3D	3D8	2D8	2D6	1D6	3+10	Amphibious
BTR-T	L	T	30mm Cannon (AP:3/AT:2) ATGM (AT-4/5/14) (AP:3/AT:4*) *Ignores ERA, -1 Defense Die vs. Advanced ERA	Medium Heavy	N/A	3D6	2D6	2D6	1D6	3+5	Amphibious ERA Kontakt-5 Main Gun & ATGM may not be fired at the same time
BTR-60PA	L	T	Pinel Mounted MG (Med. Support, AP:3/AT:0)	N/A	N/A	3D6	2D6	1D6	1D6	2+14	Amphibious Poor Armor Open Top

BTR-60PB	L	T	14.5mm HMG (Med. Support, AP-4/AT:1)	Light	3D6	3D6	2D6	1D6	1D6	3+8	Amphibious Poor Armor
BTR-70	L	T	14.5mm HMG (Med. Support, AP-4/AT:1)	Light	3D6	3D6	2D6	1D6	1D6	3+8	Amphibious Poor Armor
BTR-80	L	T	14.5mm HMG (Med. Support, AP-4/AT:1)	Light	3D6	3D6	2D6	1D6	1D6	3+7	Amphibious Poor Armor
BTR-90	L	T	30mm Cannon (AP-3/AT:2) ATGM (AT-/5) (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Light Heavy	3D	3D8	2D8	2D6	1D6	3+7	Amphibious Main Gun & ATGM may not be fired at the same time
MT-LB	L	T	Turrent Mounted MG (Med. Support, AP:3/AT:0)	N/A	N/A	3D6	2D6	1D6	1D6	2+11	Amphibious Poor Armor
BRDM-2	L	W	14.5mm HMG (Med. Support, AP-4/AT:1)	Light	3D6	3D6	2D6	1D6	1D6	4	Amphibious Poor Armor

RUSSIAN MEDIUM VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	DREW	ATTRIBUTES/NOTES
BMP-3	M	T	30mm Cannon (AP-3/AT:2) 100mm Cannon (AP: 4/AT3) ATGM (AT-4/5) (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Medium Medium Heavy	3D	3D10	2D10	2D8	1D6	3+7	Amphibious 100mm, 30mm & ATGM may not be fired at the same time
BMP-T (Terminator)	M	T	Twin 30mm Cannon (AP:3/AT:2) 2 x MMG or AGLs (Med. Support, AP:4/AT:0) ATGM (AT-9) (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Medium N/A Heavy	3D	3D12	2D10	2D8	1D6	5	Amphibious ERA Advanced Armor Twin 30mm & ATGM may not be fired at the same time AT-9 may be armed with thermobaric warhead Built in dozer blade for digging in
ZSU 57-2	M	T	Twin 57mm AA Auto-Cannons (AP:6/AT:4(M))	Medium	3D	3D10	2D10	2D8	1D6	6	

RUSSIAN HEAVY VEHICLES										
NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGs	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW
T-55 AM (refit)	H	T	100mm Cannon (Med. Gun, AP: 4/AT:4)	Medium	3D	3D8	2D8	1D6	1D6	4
										Obsolete Light for Class Up Armored (front only due to "bra armor") Death Trap
T-62M1	H	T	115mm Cannon (AP: 4/AT:4) Gun Launched ATGM (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Heavy Heavy	3D	4D8	3D8	2D6	1D6	4
										Obsolete Up Armored Main Gun and ATGM may not be fired at the same time
T-64BV	H	T	125mm Cannon (AP: 4/AT:5) Gun Launched ATGM (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Heavy Heavy	3D	4D10	3D10	2D8	2D6	3
										ERA Main Gun and ATGM may not be fired at the same time
T-72BM	H	T	125mm Cannon (Gun, AP: 4/AT:5) Gun Launched ATGM (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Heavy Heavy	3D	4D10	3D10	2D8	2D6	3
										ERA (Kontakt-5) Death Trap Main Gun and ATGM may not be fired at the same time
T-80UM	H	T	125mm Cannon (AP: 4/AT:5) Gun Launched ATGM (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Heavy Heavy	3D	4D12	3D12	2D10	2D6	3
										ERA (Kontakt-5) Death Trap Main Gun and ATGM may not be fired at the same time
T-90	H	T	125mm Cannon (AP: 4/AT:5) Gun Launched ATGM (AP:3/AT:4*) <i>*Ignores ERA, -1 Defense Die vs. Advanced ERA</i>	Heavy Heavy	3D	4D12	3D12	2D10	2D6	3
										ERA (Kontakt-5) APS 2 (Shifora-1) Main Gun and ATGM may not be fired at the same time

SCENARIOS

Since *Force on Force* doesn't use point-balanced armies, the typical "let's beat each other up and whoever has the most toys left standing wins" approach to matches really doesn't apply.

As stated previously, *Force on Force* is a scenario driven game. As such, the winner and loser of a match is determined by the victory conditions of the scenario they are playing. Towards this end, each *Force on Force* scenario includes a list of objectives or accomplishments that will garner one side or the other "victory points."

At the end of a game, victory points are totaled for both sides and the difference between those totals is used to determine who (if anyone) won and by how wide a margin:

MARGIN OF VICTORY TABLE

Difference of 0–4 points: Indecisive
Difference of 5–9 points: Marginal
Difference of 10–14 points: Decisive
Difference of 15+ points: Total

SUGGESTED VICTORY POINT VALUES

Victory points are listed for individual scenarios, but the following list can be used as a general guideline for creating victory points for your own scenarios.

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down based on their relative importance in scenarios you write yourself.

REGULAR VICTORY POINTS

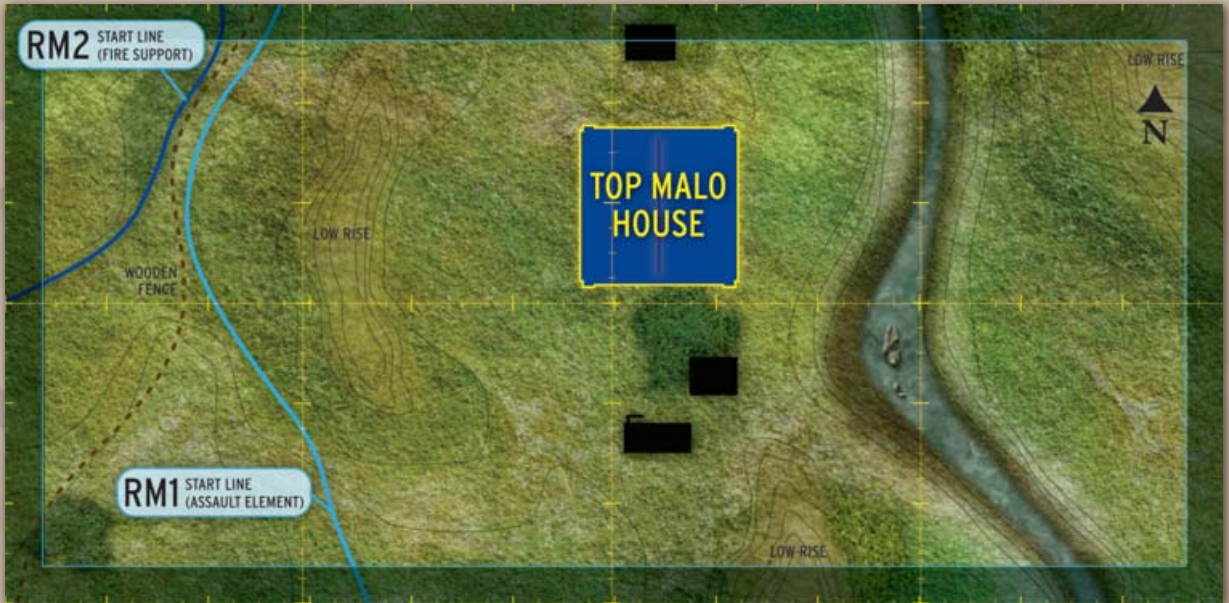
Major Objective Completed: 5pts
Minor Objective Completed: 2pts
Per Hot Spot Neutralized: 3pts
No Friendly POWs at Game End: 5pts
Per POW Captured: 1pt
Per Enemy Infantry Unit Reduced Below Half Strength: 1pt
Per Enemy Vehicle Disabled/Destroyed: 2pts
Per Enemy Tank Disabled/Destroyed: 3pts
Per Irregular unit Broken: 1pt

SCENARIO 1: TOP MALO

The Falklands, May 31, 1982

A small element of Argentine Army Special Forces from Commando 602, under the leadership of Captain Verseci, were forced to retreat from their observation post on Mount Simon by the harsh weather to a disused farm known as Top Malo House. Unbeknown to the Argentines, their movement was spotted by a reconnaissance patrol from the Royal Marine Mountain and Arctic Warfare Cadre (M&AW). Any Argentine OPs in the area would be able to report on the advance of 5 Infantry Brigade and had to be eliminated.

Due to atmospheric conditions affecting communications, the commander of the M&AW Cadre, Captain Boswell, was forced to scratch together an ad hoc force from his HQ element and his sole reserve patrol. The nineteen man force split into an assault and fire support group and advanced toward Top Malo House.



1 x BTR w/Commander, Driver, and Gunner
(Commander, Driver and Gunner do not dismount with squad)

Motorized Rifle Platoon (BTR-80A)

1 x Platoon Leader w/Pistol (rides in 1st Squad's BTR)
1 x Sniper w/SVD Sniper Rifle (rides in 1st Squad's BTR)
1 x Assistant Platoon Leader w/AK74 (rides in 2nd Squad's BTR)
1 x Medic w/AK74 (rides in 3rd Squad's BTR)
3 x Motorized Rifle Squads

UNITED KINGDOM

BRITISH ARMY

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

Royal Marine Section

1 x Section Leader w/M16A1

Fire Team One Alpha

1 x Fireteam Leader w/SLR

1 x Grenadier w/M16A1 and M79 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A1

1 x Rifleman w/SLR

Fire Team One Bravo

1 x Fireteam Leader w/SLR

1 x Rifleman w/M16A1

1 x Gunner w/L4A2 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/SLR

Fire Support Group

Royal Marine Section

1 x Section Leader w/M16A1 and M72 LAW (Med. AP:2/AT:1(M))

Fire Team One Alpha

1 x Fireteam Leader w/SLR and M72 LAW (Med. AP:2/AT:1(M))

1 x Grenadier w/M16A1 and M79 (Lt. AP:1/AT:0)

1 x Gunner w/L7A2 GPMG (Med. AP:2/AT:0)

Fire Team One Bravo

1 x Fireteam Leader w/SLR and M72 LAW (Med. AP:2/AT:1(M))

1 x Rifleman w/M16A1 and M72 LAW (Med. AP:2/AT:1(M))

1 x Sniper w/L42A1

ARGENTINE COMMANDO 602 MISSION

Hold Top Malo House until the end of Turn 6 whilst inflicting as many casualties on the British as possible. Secondary objective, if holding the house becomes untenable, is to safely withdraw off-board. All Commandos must deploy initially within Top Malo House.

COMMANDO 602 VICTORY POINTS

- Hold Top Malo until the end of Turn 6: 2pts.
- Withdraw at least 50% of force off-board by end of Turn 6: 3pts.
- Per British casualty KIA or with Serious Wounds: 1pt.

COMMANDO 602 FORCE

Commando 602 Basic Force Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D8

Comando 602 HQ Element

1 x Captain Verseci w/FN-FAL

Comando 602 Assault Group

1 x Section Leader w/FN-FAL

Fire Team One Alpha

1 x Fireteam Leader w/FN-FAL

1 x Grenadier w/FN-FAL and rifle grenades (Lt. AP:1/AT:0)

3 x Rifleman w/FN-FAL

Fire Team One Bravo

- 1 x Fireteam Leader w/FN-FAL
- 1 x Grenadier w/FN-FAL and rifle grenades
(Lt. AP:1D/AT:0)
- 3 x Rifleman w/FN-FAL

Comando 602 Support Group

- 1 x Fireteam Leader w/FN-FAL
- 1 x Grenadier w/FN-FAL and rifle grenades
(Lt. AP:1/AT:0)
- 1 x Gunner w/MAG58 GPMG (Med. AP:2/AT:0)
- 1 x Rifleman w/FN-FAL
- 1 x Sniper w/Weatherby .300 Magnum

SPECIAL RULES**BUILDINGS**

Top Malo House is considered a flimsy structure as it was built entirely from wood (Weak Structure 3 dice and Shoddy Construction D6 although counts as Solid Cover) and is at risk of fire from LAW and 40mm grenades. Each time the building is struck by a 40mm grenade or LAW, use the Building Destruction rules. The first failed result indicates the building has caught alight and all occupants must exit the building within two turns or be overcome by the smoke and fire. A second failed result indicates the building has collapsed as per the standard Building Destruction results.

OPTIONAL RULES**NIGHT FIGHTING**

The original plan for the assault on Top Malo called for the operation to be performed in the pre-dawn darkness but delays in the arrival of a Royal Navy Sea King to insert the Marines meant it occurred in daylight. The scenario can optionally be played using the standard Night Fighting rules. Both sides are equipped with night vision.

ARGENTINE FORWARD OBSERVER

Add a Forward Observer (FO) with Heavy Mortars on call.

SCENARIO 2: OF BIRDS AND BEES**North of An Khe, December 26, 1966**

LZ Bird sat in a crook of the Kim Son River, which flowed along three sides of the firebase. With the river in full flood, the soldiers of "Cavalry" Company felt safe and secure, as only one avenue of assault was available to the enemy. Their complacency was no doubt deepened by the afterglow of Christmas celebration. Unfortunately, their "Silent Night" would be noisily shattered by an 0105 (1:05 AM) mortar attack that preceded an all-out assault by the 22nd Regiment of the NVA.

Thanks more to the firebase's poor defenses and undermanned garrison than to their own martial prowess, the 22nd NVA quickly overran most of the base. Intermittent rain and darkness kept air support at bay and Bird's radio was knocked out within moments of the attack, making

HISTORICAL OUTCOME

LZ Bird was a juicy target for the NVA. It was undermanned, over-confident and, by some reports, poorly led. The day would have surely been the NVA's if not for Bird's secret weapon: A 155mm howitzer firing newly developed "bee-hive" rounds. The awful carnage broke the back of the NVA attack. To add insult injury, the-retreating members of the 22nd Regiment were harried by an experimental gunship, one of-the infamous Go-Go Birds!

The US victory was costly, however, with over 130 casualties. Over 300 NVA dead were found in and around LZ Bird after the battle.

You can read more about this engagement in Osprey Fortress 58: Vietnam Firebases 1965–73.

calls for coordinated artillery fires difficult. None-the-less, nearby LZ Pony responded to Bird's hasty call for help with illumination rounds and pre-registered HE fires around the stricken firebase's perimeter.

As the NVA closed in on LZ Bird's dwindling defenders, victory seemed certain – but the Vietnamese leaders were not aware that Bird had two remaining cards up their sleeve – and both of them were aces!

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: NVA for first 3 turns. Test for Initiative thereafter

Special Conditions:

- NVA Reinforcements: NVA Reinforcements arrive from Hot Spots at the beginning of every turn after the first.
- Scenario Timeline:
Turn 4: Beehive rounds have been located and Howitzer is ready to fire, assuming it is crewed with at least three gunners (since Bird is an artillery base, it is assumed that any three figures in cohesion with the undamaged howitzer can act as crew)
Turn 5: Go-Go Bird arrives and may engage ground targets who are not Danger Close to US units
- Air Defense Environment: N/A

Fog of War: Normal generation by Reaction Tests, redraw any artillery or air support related cards.

Special Assets:

US: Beehive rounds and Go-Go Bird. See Special Rules section of scenario for details.

Table Size: 2' x 2'

- A–F: US Fireteams
- V1–V5: NVA Assault Teams
- 1–5: Hot Spot entry points

US MISSION

Hold the base, if you don't want to spend the rest of the war as guests of Uncle Ho! The new bee-hive rounds for the 105s might help turn the tide – they can be direct fired at the enemy. The only problem is, nobody knows if they actually *work*. Some hope is better than none, though, which is what we'll have if we can't hold on until the rain lets up enough to let reinforcements and air support through.

US VICTORY POINTS

- Hold 105mm Howitzer until Turn 4: 5pts.
- Each US soldier alive at the end of Turn 6: 1pt.
- Each enemy soldier killed or seriously wounded: 1pt.

US FORCE

US Basic Force Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale:
D8/D8

Fireteam 1

- 1 x Fireteam leader w/M16
- 1 x Grenadier w/Blooper
(Lt. AP:1D/AT:0)
- 3 x Riflemen w/M16

Fireteam 2

- 1 x Fireteam leader w/M16
- 1 x Grenadier w/Blooper
(Lt.AP:1/AT:0)
- 3 x Riflemen w/M16

US INFANTRYMAN, VIETNAM,
1967





1 x Grenadier w/M203 (Lt. AP:1/AT:0)
 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
 1 x Assistant Gunner w/M4 (ACOG equipped)

US Army Rifle Squad*

1 x Squad Leader w/M4 (ACOG equipped)
 2 x Rifle Fireteams

*One rifleman per squad is an AT specialist and carries Javelin AT launcher in addition to his M4. One rifleman per squad is also a Designated Marksman (DMR) armed

Fireteam 5 (Weapon Team)

- 1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)
- 1 x A-Gunner w/M16

Fireteam 6

- 1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)
- 1 x A-Gunner w/M16

NVA MISSION

This Yankee base is poorly defended by lazy American soldiers who have no stomach to fight. We would have destroyed them nights ago, under the dark of the moon, if the rain had not delayed our march. Tonight we will overrun their base and kill or capture them all!

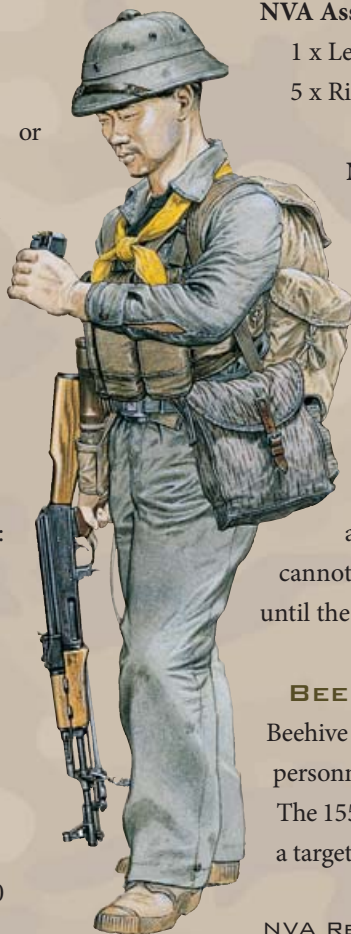
NVA VICTORY POINTS

- Each enemy soldier killed or seriously wounded: 2pts.
- Each Enemy soldier taken as a POW: 3pts.
- Each Friendly Vehicle that exits the table edge indicated on the map by the end of Turn 6: 5pts.
- Ransack the Yankee Command Bunker: 3pts.
- Kill or Capture ALL US troops: VICTORY!

NVA FORCE

NVA Basic Force Attributes

- Initiative Level:** D8
- Confidence Level:** High
- Supply Level:** Normal
- Body Armor:** None
- Troop Quality/Morale:** D6/D10



NVA Assault Team 1

- 1 x Leader w/AK
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M))
- 3 x Riflemen w/AKs

NVA Assault Team 2

- 1 x Leader w/AK
- 5 x Riflemen w/AKs

NVA Assault Team 3

- 1 x Leader w/AK
- 1 x Gunner w/RPK MG (Lt. AP:1/AT:0)
- 3 x Riflemen w/AKs

NVA Assault Team 4

- 1 x Leader w/AK
- 5 x Riflemen w/AKs

NVA Assault Team 5

- 1 x Leader w/AK
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M))
- 3 x Riflemen w/AKs

SPECIAL RULES

RANSACKING THE YANKEE HQ

To ransack the US HQ bunker, an NVA unit with a leader must enter it and spend its entire activation in the bunker searching it. They cannot take any other action, including returning fire, until the following turn.

BEEHIVE ROUNDS

Beehive Rounds are terrifyingly effective direct fire anti-personnel rounds that can be fired from artillery pieces. The 155mm Beehive round used in this scenario attacks a target unit with 10D8 Firepower and any units within

NVA REGULAR, VIETNAM, 1968

4" of the target unit with a 8D8 Firepower attack. The 155mm Howitzer can only be fired once per turn.

THE GO-GO BIRD

The ACH-47A was an experimental helicopter gunship, armed with multiple .50 HMGs, a chin mounted 40mm AGL and a selection forward firing 20mm cannons, rocket pods, or 7.62 gatling machineguns. For the purposes of this scenario, treat the Go-Go Bird as a Heavy Helicopter capable of delivering 10D8 Firepower attacks at up to three different targets in the same activation.

SCENARIO 5: WELCOME TO HELL

At around 15:00 hours 31 December 1994, the 131st Motorized Rifle Brigade entered the Chechen capital of Grozny. The attack had so far gone surprisingly well with very light resistance encountered. The Russian objective was the Grozny Central Railroad Station. The 131st was one of four armored columns advancing toward key sites in the city that day. Unbeknown to the conscripts of the 131st due to poor communications and command and control, its sister units were being decimated in a series of set piece ambushes and hit and run raids by the Chechen defenders. The 131st drove unopposed, and unaware, through the North East of the city and arrived

at the Railroad Station. No security cordons or vehicle checkpoints were established, nor even sentries posted, whilst the Russian conscripts relaxed on the decks of their BMPs, some even optimistically buying tickets home from the kiosks at the Railroad Station. It was about this time that the 131st's commander's signaler heard the ominous phrase "welcome to hell" spoken in Russian over the radio net. Moments later, all hell did indeed erupt...

SCENARIO INFORMATION

Duration of Game: 8 turns

Initiative: Russians throughout

Special Conditions:

- Chechen forces are entirely composed of Irregulars – Use Asymmetric Operations rules.
- Air Defense Environment: N/A

Fog of War: Generated normally by Reaction Tests

Table Size: 4' x 5'

RUSSIAN MISSION

The 131st must attempt to withdraw from the encircling Chechens before they are overrun. Bad weather precludes air support and poor communications limits artillery indirect fire. The 131st must extricate themselves via several roads leading back toward the northeast of the capital.

HISTORICAL OUTCOME

Caught completely unawares, the 131st were caught in a massive ambush by Chechen irregular forces that had stealthily surrounded the Railroad Station. Small arms fire and volleys of RPGs supported by mortars and the odd ATGM struck the ill-prepared conscripts. Simultaneously, their armored QRF, parked non-tactically in nearby narrow alleyways were ambushed by another Chechen force fresh from their victories against the other Russian columns and destroyed

almost to a man. The 131st fought a desperate defense of the Railroad Station which lasted several hours whilst they awaited a relief force that never arrived. Finally the battered and bloody remnants of the 131st managed to break out of the Chechen envelopment but not before losing some 800 of its 1000 soldiers, 20 of its 26 main battle tanks and the majority of its BMP-2s and BRDMs. Approximately 70 Russian soldiers were captured, many to be later executed.





CHECHEN FIGHTERS FLEEING GROZNY – PHOTO BY TIM RICH (PETER PIG MINIATURES)

RUSSIAN VICTORY POINTS

- Each vehicle to exit the board by end of turn 8: 5pts
- Each fire team to exit the board by the end of turn 8 without KIA or Serious WIA: 3pts
- Each Chechen fighter KIA/Serious WIA: 1pt
- Each Chechen crew served weapon KIA/Serious WIA: 2pts

RUSSIAN FORCE

Russian Basic Attributes

Initiative Level: D6

Confidence Level: Low

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D6/D8

3 x T-72BM Main Battle Tanks (no ERA) with three man crew

3 x BMP-2 Infantry Fighting Vehicles

1 x BRDM-2 with four man crew

Squad Alpha One (normally mounted in BMP-2 but begin game dismounted within 6" of BMP)

Fire Team Alpha One

1 x Fire Team Leader w/AK74 *

1 x Gunner w/RPG 7V (Hvy. AP:3/AT:2(M)

1 x Gunner w/RPK74 (Lt. AP:1/AT:0)

1 x Riflemen w/AK74 *

Fire Team Alpha Two

1 x Assistant Fire Team Leader w/AK74*

4 x Riflemen w/AK74

Note three members are required to man the BMP-2 if required- these are marked with an asterisk (*)

Squad Bravo One (normally mounted in BMP-2 but begin game dismounted within 6" of BMP)

Fire Team Bravo One

1 x Fire Team Leader w/AK74 *

1 x Gunner w/RPG 7V (Hvy. AP:3/AT:2(M)

1 x Gunner w/RPK74 (Lt. AP:1/AT:0)

1 x Riflemen w/AK74 *

Fire Team Bravo Two

1 x Assistant Fire Team Leader w/AK74*

4 x Riflemen w/AK74

Note three members are required to man the BMP-2 if required- these are marked with an asterisk (*)

Squad Charlie One (normally mounted in BMP-2 but begin game dismounted within 6" of BMP)

Fire Team Charlie One

1 x Fire Team Leader w/AK74 *

1 x Gunner w/RPG 7V (Hvy. AP:3/AT:2(M)

1 x Gunner w/RPK74 (Lt. AP:1D/AT:0)

1 x Riflemen w/AK74 *

Fire Team Charlie Two

1 x Assistant Fire Team Leader w/AK74*

4 x Riflemen w/AK74

Note three members are required to man the BMP-2 if required- these are marked with an asterisk (*)

CHECHEN MISSION

The Chechen Abkhaz battalion, a predominantly Muslim unit blooded several years earlier in the Republic of Abkhaz to Chechnya's west, forms the majority of the attackers at the Railroad Station. Their objective is simple- to surround and decimate the Russian Federal forces gathered in the center of Grozny.

CHECHEN VICTORY POINTS

- Each Russian soldier KIA/Serious WIA: 1pt
- Each Russian soldier captured: 2pts
- Each Russian vehicle destroyed: 5pts
- Each Russian vehicle immobilized: 3pts

CHECHEN FORCE

Chechen Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: TQ/Morale D8/D10

Initial Chechen Mujahideen Force

Mujahideen Group One

- 1 x Leader w/AK
- 2 x Gunners w/RPG (Med. AP/2/AT:1(M)
- 1 x Gunner w/PKM (Med.)
- 1 x Sniper w/SVD
- 4 x Mujahideen w/AK

Mujahideen Group Two

- 1 x Leader w/AK
- 2 x Gunners w/RPG (Med. AP/2/AT:1(M)
- 1 x Gunner w/RPK74 (Lt. AP:1/AT:0)
- 4 x Mujahideen w/AK

Mujahideen Group Three

- 1 x Leader w/AK
- 1 x Gunner w/RPG (Med. AP/2/AT:1(M)
- 1 x Gunner w/RPK74 (Lt. AP:1/AT:0)
- 1 x Sniper w/SVD
- 4 x Mujahideen w/AK

Mujahideen Group Four

- 1 x Leader w/AK
- 1 x Gunner w/RPG (Med. AP/2/AT:1(M)
- 1 x Gunner w/RPK74 (Lt. AP:1/AT:0)
- 1 x Sniper w/SVD
- 6 x Mujahideen w/AK

Mujahideen Hunter Killer RPG Team One

(Weapons Team bonus)

- 1 x Leader w/AK
- 2 x Gunners w/RPG (Med. AP/2/AT:1(M)
- 1 x Sniper w/SVD
- 1 x Gunner w/RPK74 (Lt. AP:1/AT:0)

Mujahideen Hunter Killer RPG Team Two

(Weapons Team bonus)

- 1 x Leader w/AK
- 2 x Gunners w/RPG (Med. AP/2/AT:1(M)
- 1 x Sniper w/SVD
- 1 x Gunner w/RPK74 (Lt. AP:1/AT:0)

Mujahideen ATGM Team One

(Weapons Team bonus)

- 1 x Leader w/AK
- 1 x Crew w/AT-5 Spandrel (SACLOS ATGM AP:4/AT:4(H) ignores ERA)
- 1 x Crew w/AK

Reinforcements

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Chechens and are rolled for entry at Hot Spots as per main rules.

REINFORCEMENT TABLE	
DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1.	3 x Mujahideen w/AK, 1 x Leader w/AK
2.	4 x Mujahideen w/AK, 1 x Leader w/AK, 1 x RPG
3.	1 x RPG, 1 x Mujahideen w/AK
4.	1 x SVD Dragunov sniper
5.	1 x PKM gunner, 1 x Mujahideen w/AK
6.	5 x Mujahideen w/AK, 1 x Leader w/AK, 1 x RPG
7.	6 x Mujahideen w/AK, 1 x Leader w/AK, 1 x RPG, 1 x RPK74
8.	1 x Hunter Killer RPG Team w/1 x Leader w/AK, 2 x RPG, 1 x RPK74
9.	1 x Hunter Killer RPG Team w/1 x Leader w/AK, 2 x RPGs, 1 x RPK74 gunner, 1 x SVD sniper
10.	Off Table 82mm Medium Mortar Barrage

SPECIAL RULES

AIR SUPPORT

Air support was unable to be provided due to increasingly poor weather conditions – this cancels any air support related Fog of War cards.

COMMUNICATIONS

The Russian Federal forces must roll a TQ test each turn to activate (as if irregulars without leaders under the Asymmetric Rules) to simulate the exceptionally poor communications discipline, interference from the urban environment and Chechen disinformation and ECM efforts.

RUSSIAN ARTILLERY

Russian gunners were consistently wary of firing in direct support as the Chechens adopted a tactic of

‘hugging’ the Federal forces. This cancels any artillery related Fog of War cards.

CHECHEN ARTILLERY

The Chechens have access to one off-table D-30 122mm towed artillery gun (Heavy Artillery: 10D8, 8” radius). This may fire once every second turn as directed by any Chechen element with a leader in line of sight of the target using the normal rules for calling for fire.

BUILDINGS

All buildings have Weak structural strength, are lightly fortified with sandbags and are of Decent construction for a total of 4D8.

OUT OF CONTACT MOVEMENT

The Chechen Mujahideen may use Out of Contact Movement.

OPTIONAL RULES

REINFORCEMENT

If things prove too tough for the Russians, try adding a ZSU-23-4 anti-aircraft vehicle to the initial force and taking away the Chechen AT-5 Spandrel team from their initial forces.

RUSSIAN ARMOR IN GROZNY – PHOTO BY TIM RICH (PETER PIG MINIATURES)



SCENARIO 4: ENCOUNTER ON THE YEHUDIA ROAD

Sunday Morning, October 7, 1973, in the Golan Heights
With Syrian forces advancing everywhere along the Israeli lines, Colonel Ran Sarig, in command of 25 Centurion *Sho'ts* crewed by reservists, was sent forward



by General Eitan with the orders “find the Syrians and start fighting.” Proceeding along the Yehudia Road, Sarig found the smoking ruins of an Israeli ammunition column and immediately came under fire at close range from numerous Syrian T-62s of the 46th Armored Brigade. Joined in the fighting by another three *Sho'ts* under Lt. Nitzan Yotser who had spent the night on the ridge, Colonel Sarig fought an escalating battle throughout the day.

The only impact on line of sight or movement are the rocky areas, which are impassible. Vehicles behind the rock areas are counted as hull down for units on the same elevation. Units within one inch of the slope lines are considered hull down to units on lower elevations.

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: Syrians on Turn 1, test on following turns

Special Conditions:

- Air Defense Environment: N/A

Fog of War: Fog of War is suspended for this scenario
Table Size: 6' x 4'

This scenario is a classic meeting engagement between two armored forces. The Israeli forces are fighting a delaying action while the Syrian forces are attempting a breakthrough to the Jordan River.

IDF MISSION

The Israeli mission is a simple one: Prevent Syrian tanks from exiting along the Yehudia Road on the west edge of the board. The most straightforward way to do this is to destroy them. If the Syrians are able to get behind the main Israeli forces, the Jordan River crossings will fall and Israel proper will be vulnerable.

SAYERET SHAKED RECON PARATROOPER, SUEZ, 1973

22nd Regiment of the NVA.

Thanks more to the firebase's poor defenses and undermanned garrison than to their own martial prowess, the 22nd NVA quickly overran most of the base. Intermittent rain and darkness kept air support at bay and Bird's radio was knocked out within moments of the attack, making calls for coordinated artillery fires difficult. None-the-less, nearby LZ Pony responded to Bird's hasty call for help with illumination rounds and pre-registered HE fires around the stricken firebase's perimeter.

As the NVA closed in on LZ Bird's dwindling defenders, victory seemed certain – but the Vietnamese leaders were not aware that Bird had two remaining cards up their sleeve – and both of them were aces!

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: NVA for first 3 turns. Test for Initiative thereafter

Special Conditions:

- **NVA Reinforcements:** NVA Reinforcements arrive from Hot Spots at the beginning of every turn after the first.
- **Scenario Timeline:**
 Turn 4: Beehive rounds have been located and Howitzer is ready to fire, assuming it is crewed with at least three gunners (since Bird is an artillery base, it is assumed that any three figures in cohesion with the undamaged howitzer can act as crew)
 Turn 5: Go-Go Bird arrives and may engage ground targets who are not Danger Close to US units
- **Air Defense Environment:** N/A



SYRIAN FORCE

Syrian Basic Force Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D6/D8

First Element of the 46th Armored Brigade (Enter from anywhere on eastern board edge)

3 x T-62A MBTs

Second Element of the 46th Armored Brigade (Enter from anywhere on eastern board edge)

3 x T-62A MBTs

SPECIAL RULES

BORE SIGHTING/IDF RESERVISTS

The IDF forces were rushing into battle so fast that there was no time to bore sight the tank guns prior to action. The crews quickly adjusted in the heat of battle. To reflect this, the first round of fire from any IDF tank is at a TQ6.

GUN ELEVATION

Because of main gun elevation issues with the T-62As and T-55As, Syrian units may not fire on IDF forces two levels of elevation higher than the firing unit.



SAYERET GOLANI 2ND LIEUTENANT,
MOUNT HERMON, 1973

GLOSSARY OF MILITARY TERMS

AAA: Anti-Aircraft Artillery
AAR: After Action Report
AAV: Assault Amphibian Vehicle (USMC)
ACOG: Advanced Combat Optical Gunsight
ACR: Advanced Combat Rifle
AFV: Armored Fighting Vehicle
AGL: Automatic Grenade Launcher. Also **GMG**
AICW: Advanced Infantry Combat Weapon
AIFV: Advanced Infantry Fighting Vehicle
AK: An assault rifle of Russian design
AMR: Anti-Materiel Rifle
AMTRAC: Amphibious Tracked Vehicle (AAV)
AO: Area of Operations
AP: Anti-Personnel
APC: Armored Personnel Carrier
APDS: Armor Piercing Discarding Sabot
AT: Anti-Tank
AT4: An American Anti-Tank Rocket
ATGL: Anti-Tank Grenade Launcher
ATGM: Anti-Tank Guided Missile

BAS: Battalion Aid Station
BBIED: Building Borne Improvised Explosive Device
BCT: Brigade Combat Team
BDU: Battle Dress Uniform
BMP: Russian designed tracked APC
BTR: Russian designed wheeled APC

C3I: Command, Control, Communications, & Intelligence
CAAT: Combined Anti-Armor Team
CAS: Close Air Support or Combat Air Support
CASEVAC: Casualty Evacuation
CCP: Casualty Collection Point
CEV: Combat Engineering Vehicle
CNVD: Clip-On Night Vision Device
CO: Commanding Officer
COC: Command Operation Center
Comm or Comms: Communications
COP: Command Outpost
CP: Command Post
CW: Chemical Warfare
CWS: Common Weapon Sight

Direct Lay: The term “Direct Lay” describes a situation when an artillery piece or mortar has its target in line of sight and is able to adjust its own fire.

Dishka: A Russian Heavy MG (DshK)
DMR: Dedicated Marksman Rifle
DoD: Department of Defense
DP: Dual Purpose
DPICM: Dual Purpose Improved Conventional Munitions
ECM: Electronic Counter Measures

EOD: Explosive Ordnance Disposal
EPW: Enemy Prisoner of War
EZ: Extraction Zone

FAC: Forward Air Controller
FFL: French Foreign Legion
FiST: Fire Support Team
FLET: Forward Line of Enemy Troops
FO: Forward Observer
FOB: Forward Observation Base
Fobbits: The comfortable denizens of an FOB
FRAGO: Fragmentary Order
FSG: Fire Support Group

GCE: Ground Combat Element
GL: Grenade Launcher – often mounted under the barrel of an Assault Rifle, but sometimes a separate, single purpose weapon.
GMG: Grenade Machine Gun. Also **AGL**
GPMG: General Purpose Machine Gun
GPS: Global Positioning System/Satellite

HE: High Explosive
Hesco: A prefabricated cube of steel mesh lined with thick fabric and filled with sand, gravel, and debris to form a protective barrier. Often found ringing an FOB
HMG: Heavy Machine Gun
HMMWV: High Mobility Multi-Wheeled Vehicle
HQ: Headquarters
HUD: Head Up Display
HUMINT: Human Intelligence

IED: Improvised Explosive Device
ID: Infantry Division
IFV: Infantry Fighting Vehicle
IRT: Immediate Response Team

Javeline: A US “fire and forget” ATGM
JDAM: Joint Direct Attack Munitions
JOC: Joint Operations Center
JSOF: Joint Special Operations Forces
JTAC: Joint Terminal Air Controller

KIA: Killed In Action
Klick: Kilometer

LAV: Light Armored Vehicle
LMG: Light Machine Gun
LOS: Line of Sight
LZ: Landing Zone

M240 Golf: A 7.62mm GPMG deployed by US forces
MBT: Main Battle Tank

MERT: Medical Emergency Response Team
MICV: Mechanized Infantry Combat Vehicle
Minimi: A 5.56mm Squad Assault Weapon
MLRS: Multiple-Launch Rocket System
MOPP: Mission Oriented Protective Posture
MOUT: Military Operations in Urban Terrain
MPAT: Multi-Purpose Anti-Tank
MSR: Main Supply Route (often used colloquially for any highway or paved road)

NBC: Nuclear/Biological/Chemical
NCO: Non-Commissioned Officer
NOD: Night Observation Device
NOE: Nap of Earth
Nine Liner: The nine-point check list used to pass information up the chain of command. A nine-liner is used to request CAS, for instance

ODA: Operational Detachment Alpha – A Special Forces A-Team
OGA: Other Government Agency
OPORD: Operations Order
OSW: Objective Sniper Weapon

PID: Positive Identification of enemy

QRF: Quick Reaction Force

RCT: Regimental Combat Team
RGL: Rifle Grenade Launcher: Generally a breach loaded grenade launcher slung under the barrel of an assault rifle. Also **UGL**
RIP: Relief in Place
RPG: Rocket Propelled Grenade
RV: Rendezvous

SAM: Surface to Air Missile
SAPI: Small Arms Protection Insert

SAS: Special Air Service
SAW: Squad Automatic Weapon
SCUD: Tactical Ballistic Missile of Russian Design
SF: Special Forces
SMAW: Shoulder-Fired Multi-Purpose Assault Weapon
SMG: Sub-Machine Gun
SOAR: Special Operations Aviation Regiment
SOC: Special Operations Capable
SOF: Special Operations Forces
SWAT: Special Weapons and Tactics (Police)

TAA: Tactical Assembly Area
TAC: Terminal Air Controller
TACP: Tactical Air Control Party
TC: Tank or Track Commander
TOC: Tactical Operations Center
TOW: Tube Launched, Optically tracked, Wire guided missile (An ATGM)

UW: Urban Warfare
UAV: Unmanned Autonomous Vehicle or Unmanned Aerial Vehicle
UGL: Under-slung Grenade Launcher. See **RGL**
UGV: Unmanned Ground Vehicle

VBIED: Vehicle Borne Improvised Explosive Device
VTOL: Vertical Take Off & Landing

Whisky Charlie: Worthless Civilian
WIA: Wounded in Action
WMD: Weapons of Mass Destruction

XO: Executive Officer

Zeus: A Russian anti-aircraft gun capable of engaging ground targets (from the initials ZSU)

FOG OF WAR CARDS

The following Fog of War cards may be used in a scenario pitting “modern” (Gulf War and later) forces of equivalent types against one another. Future Campaign Packs will feature Fog of War cards specifically tailored for the conflicts upon which they are focused.

This deck may be drawn from by both sides when indicated by a Reaction Test. There is no need to use two decks. The deck can be tailored to meet the needs of the scenario – cards which aren’t applicable can be removed, extra cards added, etc.



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AN EXCELLENT POSITION

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this “excellent position.” As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

This card is played immediately.

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This card may *not* be played on a fortified position.

This card is played immediately.

WHAT’S THIS WALL MADE OF? SWISS CHEESE?

A position that seemed to offer decent cover turns out to be a bad spot due to poor construction or weird lines of sight.

Your opponent may play this card on one building or terrain feature that would normally be considered Solid Cover. The designated piece of terrain no longer counts as Solid Cover for the duration of the game.

This card may *not* be played on a fortified position.

This card is played immediately.

WHAT’S THIS WALL MADE OF? SWISS CHEESE?

A position that seemed to offer decent cover turns out to be a bad spot due to poor construction or weird lines of sight.

Your opponent may play this card on one building or terrain feature that would normally be considered Solid Cover. The designated piece of terrain no longer counts as Solid Cover for the duration of the game.

This card may *not* be played on a fortified position.

This card is played immediately.

FIRE! FIRE!

Your rounds have struck something flammable and set a structure ablaze!

You may designate any building within LOS of one of your units (or anywhere on the table if you have air support with offensive capabilities) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4” from the building. They may be fired on by units that are on Overwatch or by Defensive Fire if appropriate. The building is impassable for the duration of the game.

This card is played immediately.

FIRE! FIRE!

Your rounds have struck something flammable and set a structure ablaze!

You may designate any building within LOS of one of your units (or anywhere on the table if you have air support with offensive capabilities) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4” from the building. They may be fired on by units that are on Overwatch or by Defensive Fire if appropriate. The building is impassable for the duration of the game.

This card is played immediately.

THE BELL TOLLS

Radio chatter informs your men that one of their favorite NCOs has been injured or killed in another engagement. Roll 1D6 to determine how the news affects them:

1-3: Your force becomes despondent and demoralized. Lower your force’s Morale die by one type (i.e., D8 Morale is reduced to D6). Morale cannot be lowered beyond D6.

4-6: Your force is fired up and hungry for some pay-back! Raise the Morale of every unit in your force by one die type (i.e., D8 Morale is raised to D10). Morale cannot be raised above D12.

This card is played immediately.

YOU’RE GROUNDED!

A ferocious storm blows up, grounding all air assets (including UAVs).

All units have their Optimum Range reduced to 6”.

This card is played immediately.

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AMMO CONDITION BLACK

A supply snafu or prolonged fighting has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.

BOOM!!

An IED, booby-trap, or mine has detonated near one of your units!

Randomly determine which unit has been struck by the attack. The unit takes an AP:6D10/AT4D10 Firepower attack to which it may not React.

The stricken unit's Defense is determined as usual.

This card is played immediately.

WATCH WHERE YOU STEP!

A possible IED, booby-trap, or mine has been spotted in the path of one of your units. There is no time to summon EOD, so the device must be bypassed!

Randomly determine the unit that has spotted the explosive. Your opponent may place a marker at least 6" from that unit and at least 4" from nearby units.

None of your units may approach within 4" of the marker.

This card is played immediately.

WAIT, THE COLONEL SAID WHAT?!

Radio communications is on the fritz and your force has just received garbled orders that contradict the mission brief.

If the scenario allows Initiative to change hands, your opponent automatically gains Initiative on the next turn.

If the scenario doesn't allow initiative to change hands, your units must remain in place until the end of the next turn while orders are sorted out. Your units may move into cover if they are not already there but no other movement is allowed. Your units may fire as normal.

This card is played immediately.

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If the scenario allows Initiative to change hands, your opponent automatically gains Initiative on the next turn.

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This card is played immediately.

THERE'S NOTHING FRIENDLY ABOUT IT!

One of your units has been struck by friendly fire, either from an errant aircraft or off target artillery.

Randomly determine which unit has been struck. If it is an infantry unit, each figure in the unit must roll a 4+ to avoid becoming a casualty. If a vehicle is struck, roll 1D10 on the Medium Gun column of the Vehicle Damage Results chart.

If you had air assets, other than a UAV, they are grounded as a result of the attack and lost for the rest of the game.

This card is played immediately.

INCOMING!

One of your units is struck by a random barrage of mortar fire.

Randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with an attack of

AP:6D6/AT:2D6.

This card is played immediately.

INCOMING!

One of your units is struck by a random barrage of mortar fire.

Randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with an attack of

AP:6D6/AT:2D6.

This card is played immediately.

HUNTED!

Your Area of Operations has just been transformed into a hunting reserve for two trained killers and it's open season on your men!

Your opponent gains a sniper team that can be placed anywhere within 24" of one of your units. The sniper team is **In Cover** and **Hidden**. It is a two man team with a Troop Quality and Morale of D10. The team is **Stealthy** and has **Night Vision**. It may be activated or perform Defensive Fire any time after it is placed.

This card is played immediately.



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MAD MINUTE!

One of your infantry units gets carried away and has a “mad minute.” They fire everything they have as fast as they can the next time they engage an enemy unit.

Randomly determine the unit affected.

This unit will receive an extra Firepower die for all attacks, Reactions, or Defensive Fire for the rest of the turn.

Make a Troop Quality Check for the unit at the end of the turn. If the unit fails the check, it is considered to be Poorly Supplied for the duration of the game.

This card is played immediately.

RADIO JAMMING

Your force has managed to mount a successful ECM attack against the enemy, temporarily shutting down their radio communication.

The opposing player loses one Initiative die on the next Initiative Check.

This card may be held and played later.

GENERAL CONFUSION TAKES COMMAND!

An officer in the lofty realms of the chain of command takes a personal interest in your operation and decides he knows better than any “strategic corporal” on the ground. His confusing and poorly considered commands, passed down through the company net, have robbed your force of its tactical initiative.

Your force loses Initiative (if you had it) and you cannot regain Initiative until General Confusion loses interest in your operation. Roll a D6 at the end of each turn. On a 5 or 6 the General has lost interest and you can test for Initiative on the following turn.

Otherwise, your opponent automatically gains initiative.

This card is played immediately.

MAD MINUTE!

One of your infantry units gets carried away and has a “mad minute.” They fire everything they have as fast as they can the next time they engage an enemy unit.

Randomly determine the unit affected.

This unit will receive an extra Firepower die for all attacks, Reactions, or Defensive Fire for the rest of the turn.

Make a Troop Quality Check for the unit at the end of the turn. If the unit fails the check, it is considered to be Poorly Supplied for the duration of the game.

This card is played immediately.

THEY DON'T CALL IT A PREDATOR FOR NOTHING!

If your force is from a Coalition nation, you have a Hellfire armed Predator on line. If not, then you don't.

The armed Predator acts like any other UAV and prevents the use of Out of Contact Movement by your opponent.

You may also choose to fire the Predator's Hellfire missile at a target if you choose. The attack is resolved with an AP:6D8/AT:5D8 vs. Deck attack.

The UAV is removed from play if it fires its Hellfire missile.

This card is played immediately.

IN THE ZONE!

A unit of your choice is in the zone! They're clicking along like a well-oiled machine and nothing can stand in their way!

The selected unit's TQ and Morale are raised by one die type and they are treated as if they have High Confidence for the duration of the turn (at the end of the turn, all values return to normal).

This card is played immediately.

EYE IN THE SKY

You gain the use of an unarmed UAV if your force is from a Coalition nation. If not, well, you don't.

If your force already has a UAV, you can disregard the next Fog of War card or other result that would result in its loss.

This card is played immediately.

WHERE ARE YOU GOING?

One of your assets (your opponent's choice) is recalled by higher command.

Roll 1D6:

1-2: Leaves immediately, even if activated this turn.

3-4: Leaves next time it activates.

5-6: Agrees to stick around 1 more turn. Roll again at the end of your next turn.

This card is played immediately.

MAN DOWN!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.



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This card is played immediately.

THE COST OF THE LOWEST BIDDER

A randomly determined vehicle in your force suffers a breakdown of some sort. Roll a D6:

- 1 – Electrical system failure. Vehicle completely disabled
- 2 – 3: Mobility failure – vehicle is immobilized
- 4 – 5: MGs or AGLs are so jam prone that they cannot lay down effective fire
- 6 – Main gun disabled

This card is played immediately.

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- 1 – Electrical system failure. Vehicle completely disabled
- 2 – 3: Mobility failure – vehicle is immobilized
- 4 – 5: MGs or AGLs are so jam prone that they cannot lay down effective fire
- 6 – Main gun disabled

This card is played immediately.

SHUFFLING THE STACK

New fast-air assets are arriving while those that are bingo on fuel withdraw. FACs need some time to orient the new pilots to troop positions on the ground to avoid a friendly fire incident.

Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

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Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

BUG OUT!

Effective counter-battery fire has begun to splash around your force's off-board artillery assets, forcing them to relocate.

You may not utilize off-board artillery for the duration of the game.

This card is played immediately.

AMPED UP!

Your forces squad and platoon level leaders are doing a fine job of focusing your men's attention on the job at hand – their situational awareness is so amped up that it's highly unlikely anyone will get the jump on them!

Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

THE GOLDEN BB

This card may be played by any AT capable weapon at the time that it engages a vehicular target. The vehicle engaged is automatically destroyed, brewing up in such a dramatic fashion that it raises the morale of the AT weapon's force by one die type and lowers the morale of the opposing force one die type for the duration of the current turn.

This card may be held by the drawing player until their next AT fire at a vehicle, then it must be played.

I JUST GAVE IT A GOOD SMACK!

An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.



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If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

A BREAK IN THE CLOUDS

The sun breaks through the clouds and momentarily drives away the fog, rain, snow, or any other negative weather effect currently in play.

This card negates any weather related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

WE'RE NOT LOOKING FOR TROUBLE...

One of your units has become filled with a superstitious dread that they will be wiped out in today's battle. They're playing things as safely as possible and cannot be counted on to risk themselves for victory.

On randomly determined unit in your force suffers an immediate 1 die type reduction to their Morale. If this reduces its Morale below D6, the unit is removed from play. The unit's

Confidence Level is immediately reduced to Low. Additionally, the unit must pass a TQ test before it can move out of cover or fire at an enemy unit.

This card is played immediately.

WHO GOES THERE?

Mist, fog, sheets of light rain, or swirling snow descend upon the battlefield, obscuring vision and muting sound.

All fire is treated as if it is outside Optimum Range and units more than 18" away may not be engaged at all. All units on both sides may only make Cautious moves for fear of drawing friendly fire.

Vehicles with advanced thermal optics function normally.

This effect remains in play for the duration of the game unless a Fog of War card negates it.

This card is played immediately.

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The sun breaks through the clouds and momentarily drives away the fog, rain, snow, or any other negative weather effect currently in play.

This card negates any weather related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

GAS! GAS! GAS!

New intelligence indicates that an attack with chemical weapons is imminent. Your force must don its chem gear and fight on as best they can.

All infantry units in your force receive a -1 to their Reaction Test rolls and suffer a 1 die type reduction to their Troop Quality. These penalties apply until the end of the game or until countered by another FoW card draw.

This card is played immediately.

WHO GOES THERE?

Mist, fog, sheets of light rain, or swirling snow descend upon the battlefield, obscuring vision and muting sound.

All fire is treated as if it is outside Optimum Range and units more than 18" away may not be engaged at all. All units on both sides may only make Cautious moves for fear of drawing friendly fire.

Vehicles with advanced thermal optics function normally.

This effect remains in play for the duration of the game unless a Fog of War card negates it.

This card is played immediately.

DEATH OR GLORY!

One of your units has become so fired up (or so fatalistic), that they no longer weigh their own survival against victory – they'll either win or die trying!

One randomly determined unit in your force is not subject to Morale Checks or Morale effects for the duration of the game. Their Confidence Level is raised to High.

This card is played immediately.

GAS! GAS! GAS!

New intelligence indicates that an attack with chemical weapons is imminent. Your force must don its chem gear and fight on as best they can.

All infantry units in your force receive a -1 to their Reaction Test rolls and suffer a 1 die type reduction to their Troop Quality. These penalties apply until the end of the game or until countered by another FoW card draw.

This card is played immediately.



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ALL CLEAR!

This card negates the effects of the Gas!
Gas! Gas! Fog of War card.

This card may be held and played later.

ALL CLEAR!

This card negates the effects of the Gas!
Gas! Gas! Fog of War card.

This card may be held and played later.

NEGATIVE ON YOUR REQUEST, GROUND-POUNDER!

Sometimes the priorities of a platoon of grunts on the ground are far different from those of an Air Force general who might be listening in from a continent away...

Play this card to automatically block one of your opponent's CAS strike requests.

This card may be held and played later.

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Sometimes the priorities of a platoon of grunts on the ground are far different from those of an Air Force general who might be listening in from a continent away...

Play this card to automatically block one of your opponent's CAS strike requests.

This card may be held and played later.

OF COURSE I KNOW WHAT I'M DOING!

Sometimes TACs or FOs make such egregious errors in the heat of combat that no amount of fail-safes can save them. This is one of those times.

Play this card when one of your opponent's TACs or FOs calls in an air/interface strike or artillery salvo. Instead of its intended target, the strike will land squarely on the unit that requested it.

This card may be held and played later.

IT'S A BAD DAY TO DIE

One of your units is seized by a sense of impending doom that fills them with dread and melancholy.

A randomly determined unit in your force suffers a -1 Negative Die Shift to their Morale (cannot be reduced below D6 by this card) and loses one level of Confidence (cannot be reduced below Poor Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

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This card is played immediately.

IT'S A GOOD DAY TO DIE

One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 Positive Die Shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

IT'S A GOOD DAY TO DIE

One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 Positive Die Shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.



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HYDRATION CHECK!

The exertion of combat and the heavy loads carried by the troops has taken its toll on an infantry unit belonging to the initiative player. A randomly determined infantry unit which has not yet been activated must spend the duration of the turn re-hydrating. It may react to enemy fire, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

CAUGHT NAPPING!

Lack of sleep and constant stress has taken its toll on an infantry unit belonging to the non-initiative player. A randomly determined infantry unit which has not yet failed a Reaction test (i.e., is still eligible to React) loses its ability to React to enemy units. The unit may react to enemy fire directed at it, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

GODFATHERS GIFT

Battalion HQ has decided to reinforce your sector and has sent you some support. Roll 1D8 to see what has rumbled your way:

1-5 Light Vehicle

6-7 Medium Vehicle

8 Heavy Vehicle

Choose any suitable model from your collection.

This card is played immediately.

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1-5 Light Vehicle

6-7 Medium Vehicle

8 Heavy Vehicle

Choose any suitable model from your collection.

This card is played immediately.

WHO ASKED FOR HELP?

Your company commander isn't sure if you are up to the task, so he has sent you additional assets. Roll 1D6 to see what has arrived:

1-2 GPMG Team

3-4 AT Team

5-6 Sniper Team

This card is played immediately.

WHO ASKED FOR HELP?

Your company commander isn't sure if you are up to the task, so he has sent you additional assets. Roll 1D6 to see what has arrived:

1-2 GPMG Team

3-4 AT Team

5-6 Sniper Team

This card is played immediately.

HEAVY METAL TOUR

Somebody upstairs loves you and they've sent a few tons of steel and fire to prove it.

A main battle tank has joined your force (use an appropriate model from your collection). It enters from the most logical table edge. The vehicle crew has a Troop Quality/Morale of D8/D10.

If you do not have a tank model or it would be illogical for your force to have tank support, draw again.

This card is played immediately.

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A main battle tank has joined your force (use an appropriate model from your collection). It enters from the most logical table edge. The vehicle crew has a Troop Quality/Morale of D8/D10.

If you do not have a tank model or it would be illogical for your force to have tank support, draw again.

This card is played immediately.

SPEC OPS LENDS A HAND!

A fireteam of four special operators makes contact with your force. They attach themselves to a unit you designate. They are Stealthy and have Night Vision. They are armed with assault rifles and 1D body armor. They have a Troop Quality/Morale of D10/D12. They may be separated from the unit to act on their own if desired.

This card is played immediately.



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GUN TRUCKS!

A gun-truck, light armored car, or technical roars up to join your force (use an appropriate model from your collection). It enters from the most logical table edge. The vehicle crew has a Troop Quality/Morale of D8/D10.

If you do not have an appropriate model or it would be illogical for your force to have this support, draw again.

This card is played immediately.

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If you do not have an appropriate model or it would be illogical for your force to have this support, draw again.

This card is played immediately.

HOGS ARE WATCHING

An off-board sniper team chimes onto your net and announces they have eyes on your operation. These "Hunters of Gunmen" will add a little punch to your force!

On each turn, you may pick one enemy unit for the off-board sniper teams to engage. Roll 1D6 to determine if the sniper team is in position to effectively engage the target unit:

- 1: Sniper team can't engage the target unit.
- 2-3: Sniper team engages target w/5D10 firepower. *Cannot* designate leaders/support weapons as casualties.
- 4-5: Sniper team engages target w/5D10 firepower. *Can* designate leaders/support weapons as casualties.
- 6: Sniper team has been recalled. No fire this turn. Discard this card immediately.

Off board teams may not be fired upon.

This card is played immediately.

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- 6: Sniper team has been recalled. No fire this turn. Discard this card immediately.

Off board teams may not be fired upon.

This card is played immediately.

VALOR ABOVE AND BEYOND

A member of one of your units performs an act of self-sacrificing valor to save the lives of his comrades.

This card can be played when an infantry unit receives multiple casualties in a single round of fire. The number of casualties taken, however many there were, is reduced to 1.

This card may be held and played later.

THAT WON'T PLAY WELL ON SECURITYLEAKS.COM

Film of one of your units in action finds its way onto the internet. Some believe that what they see is disreputable, so the video clip raises a public furor.

Lose 3 victory points from your total

This card is played at the end of the game.

IN YOUR FACE

Film of one of your units in action finds its way onto the internet. The courage and professionalism (or raw firepower) displayed gains the video clip a large and admiring audience!

Add 3 victory points from your total

This card is played at the end of the game.

WHAT, YOU DON'T BELIEVE IN LSA?

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the *I Just Gave it a Good Smack* card is played).

This card is played immediately.

WHAT, YOU DON'T BELIEVE IN LSA?

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the *I Just Gave it a Good Smack* card is played).

This card is played immediately.

FORCE ON FORCE QUICK REACTION SHEET (QRS)

SEQUENCE OF PLAY

1. Choose a Scenario
2. Set Up the Table
3. Draw Fog of War if Scenario Dictates
4. Set Up Units
5. Set Up Hot Spots
6. Declare (and test for) unbuttoned AFVs
7. Declare Hidden & Overwatch units
8. Initiative Force activates first unit
9. Resolve Reactions
10. Repeat 9 & 10 until all Initiative Units have been activated
11. End Phase: Once all Initiative units have been activated, any Non-Initiative unit that has not made a Reaction during the turn may be moved and/or fired. Regular Initiative units who are fired at may react as part of a Round of Fire, as may units on Overwatch
12. Start New Turn. If Initiative is not dictated by the scenario, perform an Initiative Test. The force that wins the test has initiative in the new turn.
 - a. First Aid
 - b. Arrival of Reinforcements (starting on turn 2 or as dictated by the scenario)
 - c. Declare (and test for) unbuttoned AFVs
 - d. Declare Overwatch Units
 - e. Merge Units
13. Repeat steps 6 through 12 until the turn limit for the scenario is met or a force achieves victory through attrition or fulfillment of an "automatic victory" condition.
14. If victory is not clear-cut, determine the winner by totaling Victory Points for both forces.

INITIATIVE

Each side rolls Initiative Dice (1 die per 2 infantry units, 1 die per AFV)*

Maximum of 10 Initiative dice per force

Apply bonuses:

Had initiative last turn: +1 die

More units than opponent: +1 die

For each positive leader in the force: +1 die

For each negative leader in the force: -1 die

Scenario Initiative bonus/penalty (if any):

+/- X dice

Force with most 4+ die rolls is awarded Initiative

In case of a tie, Initiative is retained by the player who had it last turn

INFANTRY MOVEMENT

Stationary/Overwatch: 0"

Tactical: 6"

Rapid: 12" (-1 DRM to Reaction Tests, -1 to Firepower)

Out of Contact: Anywhere, but must not cross enemy LOS.

Terrain Effects on Movement

- Tactical only to move into, through, or exit buildings or dense woods
- Only units trained to cross water or vertical obstacles may do so. TQ check required. Failure indicates 4D8 attack on unit.

OPTIMUM RANGE

Units firing at targets within Optimum Range receive a bonus Firepower die.

D12 Troop Quality Units have an Optimum Range of 12"

D10 Troop Quality Units have an Optimum Range of 10"

D8 Troop Quality Units have an Optimum Range of 8"

D6 Troop Quality Units have an Optimum Range of 6"

Support Weapons and units with enhanced optics have twice the usual Optimum Range for their Troop Quality.

Vehicle mounted and emplaced Support Weapons always treat their attacks as being within Optimum Range, regardless of the distance fired.

There is no "maximum range" for most weapons. Exceptions are noted in the rules.

FIREPOWER

Firepower: Number of Figures + Special Weapon Dice = Number of Troop Quality Dice in Firepower

+1 die if in Optimum Range

+1 die if target Unit is Exposed

+1 if unit is Well Supplied

-1 die if unit made a Rapid Move this turn

-1 die for each Reaction/Overwatch fire after the first in a turn

-1 die for each move as part of a Reaction or Morale test failure

-1 die in defensive fire vs. Close Assault

-1 die if unit is Poorly Supplied

Infantry Firepower may never exceed 10D. All negative penalties are applied to the 10D cap, regardless of the number of figures in the unit

SUPPORT WEAPON DICE

Light Support: +1 AP
Medium Support: +2 AP
Heavy Support: +3 AP

SUPPORT WEAPON ANNOTATION

AT RPG (Hvy. AP:3/AT:2(M)

AP: Anti-Personnel Value
AT: Anti-Tank Value
(X): AT Gun Value

COVER DICE

- In Cover: +1D
- Solid/Intervening Cover: +1D
- Deployed Smoke this Turn: +1D
- Improved Cover: +2D
- Fortified Cover: +4D
- Exposed: +1 Firepower Die for Attacker

All modifiers are cumulative.

A unit's Defense can never be reduced to zero.

BODY ARMOR DICE

Light Body Armor: +1 Defense Die
Heavy/Improved Body Armor: +2 Defense Dice

Basic Defense = Number of Figures in Unit or the Firepower of the attack against it, whichever is less.

Effective Defense = Basic Defense plus Cover and Armor Dice

SUPPRESSION FIRE RESULTS

Low Confidence Units: Make Morale Check with a -1 Negative Die Shift to their Morale- Failure indicates unit is Suppressed

Confident Units: Make Morale Check if Suppression attempt has a modified Firepower of 3+ - Failure indicates unit is Suppressed

High Confidence Units: Cannot be Suppressed

All infantry units engaged by **Intimidating Weapons** must make a Morale Check to avoid becoming Suppressed.

AMBUSH RANGES BY TROOP QUALITY

TQ D6: 12"
TQ D8: 16"
TQ D10: 20"
TQ D12: 24"

TARGETS ENGAGED BY QUALITY

D6 Troop Quality: May only engage ONE target
D8 Troop Quality: May engage TWO targets
D10 Troop Quality: May engage THREE targets
D12 Troop Quality: May engage FOUR targets

STANDARD FIRST AID TABLE

Roll a D6:

1 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.

2, 3 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.

4, 5 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.

6 - OK, gets back up! Unit may take turn as normal.

ADVANCED FIRST AID TABLE

1 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.

2 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.

3, 4 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.

5, 6 - OK, gets back up! Unit may take turn as normal.

MORALE CHECK POINTS

ALL TROOPS:

Each time a Unit takes casualties
 Each time a Unit is fired upon by a weapon with an unmodified Firepower of 4D+
 Each time an IED is detonated within 10"
 Each time a unit is subjected to an artillery salvo or air-strike
 Each time fire from their unit injures/kills a civilian or non-combatant

NORMAL CONFIDENCE TROOPS:

Each time a unit is fired on by Support Weapon or Vehicle Mounted Weapon with an unmodified Firepower of 3D+

LOW CONFIDENCE TROOPS:

Each time a Unit is fired on

MORALE CHECK POINTS FOR IRREGULAR UNITS

Each time an Irregular unit without a leader is fired upon
 Each time an Irregular unit takes casualties
 Each time an air strike or Regular artillery mission hits within 6"
 Each time the Irregular Unit's Control Unit is more than 6" distant or out of LOS

REGULAR MORALE RESULTS

Stand Result: Successful Morale Check. No adverse effects.

Pinned Result: Equal to or greater the number of failed Morale dice

Pull Back Result: Second Pinned result forces a Pull Back.

IRREGULAR MORALE CHECKS

Stand Result: Successful Morale Check, but may Shrink.

Shrink Result: Remove one figure for each Morale die with a score of 1. Remove Special Weapons last. Irregular leaders are never removed in this manner.

Shaken Result: Failed Morale Check. Shaken unit suffers a -1 Die Shift Modifier. Units whose Morale Die is reduced below a D6 have broken and are removed from play.

Shaken units must move to cover and may not move towards the enemy.

Shaken units spend the duration of the next turn recovering their will to fight. Any movement they make must be away from the enemy and they may not engage enemy units with fire or close combat attacks.

VEHICLE MOVEMENT

Tactical Speed: 10"

Rapid Speed: 20"

Same combat effects as Infantry movement.

VEHICLE DEFENSE MODIFIERS

(All Modifiers are Cumulative)

Target at Rapid Speed: +1D

Target more than half obscured: +1D

Target more than half covered by solid cover (hull-down): +1D

Discharged smoke this turn: +1D

Reactive Armor (ERA): +1D on FIRST missile/RPG attack

BAIL OUT CHECKS

Low Confidence Crews: Make check any time vehicle is hit

Confident or High Confidence Crews: Make check only

MORALE CHECK POINTS FOR VEHICLE CREWS

Low Confidence Vehicle Crews Make a Morale Check:

Each time their vehicle is fired upon by an Infantry Gun, AT Gun, or Tank Gun

Each time a friendly vehicle within 12" and in LOS is damaged or destroyed

Confident and Low Confidence Vehicle Crews Make a Morale Check:

Each time a friendly vehicle within 12" and in LOS is destroyed

Each time an IED is detonated within 10"

Each time a unit is subjected to an artillery salvo or air-strike

All Vehicle Crews Make Morale Checks:

Each time the crew takes casualties

When their vehicle is damaged (immobilized, gun destroyed, movement or firepower reduced)

Each time fire from their vehicle injures/kills a civilian or non-combatant

NON-AT INFANTRY WEAPONS VS. VEHICLES

NON-AT INFANTRY SUPPORT WEAPONS	SOFT SKIN VEHICLES	UP-ARMORED SOFT SKIN VEHICLES	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES
Small arms	Full FP	½ FP*	No Effect	No effect	No effect
Light non-AT support weapons	Full FP	½ FP*	No Effect	No effect	No effect
Medium non-AT support weapons	Full FP	Full FP	½ FP*	No effect	No effect
Heavy non-AT-support weapons	Full FP	Full FP	½ FP*	½ FP*	No effect

*1/2 Firepower is rounded down

VEHICLE DAMAGE TABLES

SOFT-SKIN VEHICLE CLASS DAMAGE TABLE

DIE ROLL	SMALL ARMS & INFANTRY SUPPORT WEAPONS	LIGHT GUN	MEDIUM & HEAVY GUN
1	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged - Half FP
2	Vehicle Suppressed!	Main Gun Damaged - Half FP	Mobility Hit - Half Movement
3	Vehicle Suppressed!	Mobility Hit - Half Movement	Immobilized
4	Vehicle Suppressed!	Immobilized	Main Gun K/O
5	Main Gun Damaged - Half FP	Main Gun K/O	Vehicle Kill – Casualty Check
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!
10	Main Gun K/O + Casualty Check	Catastrophic Kill!	Catastrophic Kill!
11	Immobilized + Casualty Check	Catastrophic Kill!	Catastrophic Kill!
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!

LIGHT VEHICLE CLASS DAMAGE TABLE

DIE ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
1	Vehicle Suppressed!	Main Gun Damaged - Half FP	Mobility Hit - Half Movement
2	Main Gun Damaged - Half FP	Mobility Hit - Half Movement	Immobilized
3	Mobility Hit - Half Movement	Immobilized	Main Gun K/O
4	Immobilized	Main Gun K/O	Vehicle Kill – Casualty Check
5	Main Gun K/O	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
6	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
7	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
8	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!
10	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Catastrophic Kill!
11	Brew Up! Casualty Check!	Catastrophic Kill!	Catastrophic Kill!
12	Catastrophic Kill	Catastrophic Kill!	Catastrophic Kill!

MEDIUM VEHICLE CLASS DAMAGE TABLE

DIE ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
1	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged - Half FP
2	Vehicle Suppressed!	Main Gun Damaged - Half FP	Mobility Hit - Half Movement
3	Vehicle Suppressed!	Mobility Hit - Half Movement	Immobilized
4	Optics Damaged (-1 RT Die Roll)	Immobilized	Main Gun K/O
5	Main Gun Damaged - Half FP	Main Gun K/O	Vehicle Kill – Casualty Check
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
10	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
11	Immobilized + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!

HEAVY VEHICLE CLASS DAMAGE TABLE

DIE ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
1	Vehicle Suppressed!	Vehicle Suppressed!	Vehicle Suppressed!
2	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged - Half FP
3	Vehicle Suppressed!	Vehicle Suppressed!	Mobility Hit - Half Movement
4	Optics Damaged (-1 RT Die Roll)	Optics Damaged (-1 RT Die Roll)	Immobilized
5	Main Gun Damaged - Half FP	Main Gun Damaged - Half FP	Main Gun K/O
6	Half Movement	Half Movement	Vehicle Kill – Casualty Check
7	Main Gun K/O	Main Gun K/O	Vehicle Kill – Casualty Check
8	Immobilized	Immobilized	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Half Movement + Casualty Check	Brew Up! Casualty Check!
10	Main Gun K/O + Casualty Check	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!
11	Immobilized + Casualty Check	Immobilized + Casualty Check	Brew Up! Casualty Check!
12	Weapon K/O + Casualty Check	Vehicle Kill – Casualty Check	Catastrophic Kill!

TABLE RESULTS

Vehicle Suppressed!: The vehicle has been hit by fire that, while not damaging, is definitely disturbing! Exposed crewmen/TCs must make a Troop Quality check to avoid buttoning up. The vehicle receives a -1 die shift on Reaction Tests and Firepower for the duration of the turn.

Mobility Hit - Half Movement: Vehicles Tactical and Rapid Speed are reduced by half. Bail out check. A subsequent Half Movement hit on the same vehicle *Immobilizes* it.

Optics Damaged -1 RT: The vehicle's optics are damaged. The vehicle suffers a -1 to Reaction Test rolls for the duration of the game. Bail out check.

Weapons Damaged - Half FP: The Firepower for all the vehicle's weapons is cut in half. If a vehicle suffers two such results, consider it a Main Gun K/O. Bail out check.

Immobilized: The vehicle is stuck in place and may not move for the duration of the game. Bail out check.

Main Gun K/O: The vehicle's main weapon is damaged and may not fire for the duration of the game. Bail out check.

Vehicle Kill: The vehicle has been disabled and rendered combat ineffective. Make casualty checks for all crew and passengers.

Brew Up: The vehicle "brews up" in a ball of flame. The vehicle is destroyed. Crew and Passengers make survival checks with a -1 die shift to their Troop Quality.

Catastrophic Kill: The vehicle explodes dramatically, throwing flaming wreckage in all directions. All crew and passengers are instantly killed.

Casualty Check: Where Casualty Checks are called for, make a Troop Quality Check for each crewman and passenger in the vehicle. Those that pass the check are unhurt. Those that fail are casualties. A first aid check must be made to determine the extent of their injuries.

Secondary Hits: When a vehicle suffers a damage result that is already in effect (i.e. a second Immobilized or Main Gun Kill result), make crew casualty checks for its crew and apply no additional effects.

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Ambush Alley Games LLC

1792 Denim Lane, Enid, OK 73703 USA

E-mail: info@ambushalleygames.com

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