

## 1. Sequence of play

1. Determine each turn who is Side A and B by rolling a die.
2. Place OP Fire & Suppressive Fire Markers
3. Artillery
4. A moves
5. B fires                      7. A fires
6. B moves                    8. A & B Rally

## 2. Fire

Fire can be direct or indirect (some units do both). Friendly or enemy units, and non-open ground, block line to ground units. Non-vehicle units in rough ground or buildings, are visible only within 12", unless they already fired in that turn. Units in woods must be 2" or less from the edge to shoot or see out. Suppressive fire automatically pins any unit that enters the area targeted for this turn or if already in area that moves. OP Fire may fire in enemy movement but only in marked area

Tell the other player which unit fires and its target, check the firing range, then roll a D6. Target is hit with a result = 4, 5, 6

- 1	Target over half range
- 1	Target in rough ground, buildings or field fortifications, is a small unit
- 2	Target in bunkers
- 1	Firing unit is Green and/or under Suppressive Fire
+1	Firing unit is Elite
+1	Target used jump jets

Indirect fire range is unlimited for off board and double range for on board units The target is hit on a 5,6 (all modifiers apply) otherwise it deviates. Roll a deviation die for direction and one D20 = inches. If the unit is off board when a 1 or 2 is rolled for deviation, that artillery unit can't fire for the rest of the game. Attack factor is found in a note on that force.

Close Combat applies when enemy units are in contact; both units are automatically hit.

A unit in contact with buildings or field defenses, is considered in close combat with the nearest unit(s) inside and subtract -2. Infantry double their Armor when assaulting tanks  
Infantry attacking tanks with anti-infantry belts subtract -1.

## 3. Damage

If target is hit, firer rolls one D6 + Attack Factor, target rolls one D6 + Defense Factor. Compare the results:

- if firer equal or less, no Damage
- if firer scores + 1 target is Pinned
- if firer scores + 2 target is Suppressed
- if firer scores + 3 or more, target is Destroyed

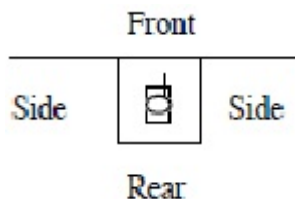
Pinned units can't move closer to known enemy; they fire with a -1 to hit; if hit and Pinned again no other result.

Suppressed units can't move or fire; if hit and Suppressed again, or engaged in close combat, are Destroyed.

Destroyed vehicular units (tanks, trucks etc) are left on the table and marked as "burning wrecks", blocking line of sight. Other units are removed from the table.

Transported units suffer the same damage as transport.

Armoured vehicles halve their Defense Factor (rounded up) if hit from sides or back, or if attacked by Indirect Fire or Helicopters or top attack weapons.



## 4 Rally

During this phase, both players attempt to recover Pinned and Suppressed units.

Pinned units that are more than 20" away from the enemy and have not been shot at recover after spending one(1) full turn pinned

Pinned or Suppressed units that are within 12" of a commander Roll a D6 and on 5,+ the unit is ok if Pinned, If Suppressed it becomes Pinned.

Add + 1 to roll if Elite, - 1 of Green. **Pinned Heavy Tanks must retreat full move and recover in Rally Phase**

## 5. Minefields, Wire & Smoke

Minefields are represented by 6" x 4" card. For each "real" minefield counter, one or two "fake" minefield counters are deployed. When a unit enters a minefield it must stop for one turn. Reveal the minefield, if "real" it attacks immediately with Attack Factor = 3, after that it is removed. Engineers and Mine Clearing Tanks are immune to Minefields attacks, but must still stop one turn when they enter them.

Wire sections are 6" long and 1" wide and can't be crossed by wheeled vehicles such as Trucks, Jeeps or Armoured Cars. Infantry units that enter them must stop and are immediately attacked with Attack Factor of 1. Engineers and all Tracked Vehicles must stop too, but they remove the Wire section.

Smoke is done in Artillery Phase (direct or indirect); place a 6" x 4" Smoke card with a 2 at the point of impact, it blocks line of sight. Turn the card over in the rally phase to the number 1 side. Remove the counter in the Rally Phase.

## 6. Aircraft & Helicopters

Before an attack Roll for Bounce of attacking aircraft.

- 4 Under attack -1 to attack die      5-6 Bounce  
Bounce - aircraft leaves board,(may return) no attack.

**Only one roll for bounce per-aircraft per-turn**

Air attacks are made during fire phase to hit 5-6. All modifiers apply. For Armored targets place Aircraft next to target. Target Defense Factor 1/2(round up). Attack Factor is 6. Strafing attacks on soft targets cover a 4"x6". Roll for each unit in effected area Attack Factor is 4.

Helicopters are treated like "Armoured" units.

**EXCEPT** that they don't count terrain penalties and can be targeted only by Infantry, Heavy Weapons, AA guns and SAM.  
1/2 move for NAP and may do Pop-up to fire at -1 to hit.

AA units may fire at Helicopter as in normal terrain

## 7. Movement

Half move distance on rough ground(woods, hills, buildings etc.), double on roads

Trucks, half tracks, transports and such will have transport number listed in a parentheses (1) after the name

Half move when mounting / dismounting, or unlimbering / limbering.

## Unit Stats

### Rocketmen

Unit	Move	Range	Soft	Armored	Def
Infantry	12/18	30	2	2	1
Heavy Weapons	12/18	36	3	2	1
AT Team	10/16	45	1	5	1
Scout Car	18	30	3	3	2
Infantry Support	18	45	4	4	3
Heavy Tanks	18	45	3	7	6

Infantry support may fire indirect; attack 3 may only fire 3 times and minimum range 10"

AT Team count as AA guns for aircraft attacks

Heavy tanks have anti-infantry belts

### Church

Unit	Move	Range	Soft	Armored	Def
Infantry	12/18	30	3	2	2
Scout Car	20	20	2	1	1
APC Half Track	16	45	2	6	3
Heavy Tank	16	45	3	7	7
Auto Grenade	10	28	4	2	1
Rotary Gun	----	30	5	3	1
Artillery	16	----	(6)	(8)	2
Jäger AT	10	45	1	5	3
Jäger AP	10	30	5	2	3
Tracked Scout	18	30	4	5	2

Rotary Gun must be transported

Artillery fires indirect; attack 4

### ISF

Unit	Move	Range	Soft	Armored	Def
Infantry	12	30	2	2	1
Heavy Weapons	12	36	3	2	1
AT Track	16	45	3	7	0
APC (2)	16	30	3	3	2
Artillery	16	45	6	8	2
Heavy Tanks	18	45	3	7	6

Artillery may fire indirect; attack 4

AT Track is considered soft

### Aircraft

Unit	Move	Range	Soft	Armored	Def
Helicopter	60	45	5	8	3

## Otha Marines

Unit	Move	Range	Soft	Armored	Def
Infantry	12	30	2	5	1
Scout Car (½)	20	15	5	3	1
APC (2½)	20	45	4	3	2
Half Track	16	30	3	1	1
Command Truck(1)	20	40	4	2	3
Anti Tank Gun	----	45	1	6	1
Mortar	----	45	5	3	1
Gun Truck	20	45	5	8	2

Mortar may fire indirect; attack 3 and minimum range 5"

The scout car is a flamethrower; area effect 6" circle

A separate roll to start a fire, 5-6 needed to start fire

Mortar & Anti tank gun must be transported

Gun Truck may fire indirect; attack 4

## Gendarm's

Unit	Move	Range	Soft	Armored	Def
Infantry	12	30	4	2	1
Armored Car	18	45	3	7	3
APC	18	20	2	2	3
Monitor A	18	45	3	7	5
Monitor B	18	40	5	3	5
AT Team	10	45	1	6	2
Rocket Truck	18	----	----	----	1
Pazerfust Teams	12	30	1	6	1

Rocket Truck fires indirect; attack 4 and minimum range 10"

Monitor has anti-infantry belts

Infantry are tank riders

## Free Legion

Unit	Move	Range	Soft	Armored	Def
Infantry	12	30	2	2	1
Heavy Weapons	12	36	3	4	1
Jager	10	45	1	5	1
Mortar	----	45	5	3	1
ATV	22	30	4	2	1
Heavy Mortar	20	----	----	----	0
APC Tank (1)	20	45	3	7	4
APC (1)	20	36	4	3	4

Heavy Mortar fire indirect; attack 5 and minimum range 10"

Mortar may fire indirect attack 3 minimum range 5"

Jager count as AA guns for aircraft attacks

## Air Defense

Unit	Move	Range	Soft	Armored	Def
AA Gun Truck	20	60	4	4	0
Short Range SAM	16	60	----	(5)*	2
Long Range SAM	16	----	----	(8)*	2
Radar Truck	20	----	----	----	0
Free Legion (1)	20	60	4	(5)*	4

Long Range fires the length of the table

Radar Truck adds +1 to the bounce and hit

Attacking Helicopters is a normal attack

\* for targeting helicopters

**BLIND FIRE** is a success on a 6

**AREA FIRE** ½ attack factor(round down)