

Welcome to the Edge: Sci-fi Combat System

Sequence of Play

1. ISSUE ORDERS
2. MOVEMENT PHASE (ASSAULTS FIRST)
3. FIRE PHASE
4. REACTION PHASE
5. ASSAULT PHASE
6. MORALE/CASUALTY CHECKS

Morale

A unit that has taken one (1) or more hit markers must test morale
Then calculate casualties

Modifiers

-1	each figure lost last turn	-1	If order was Reaction
-3	squad leader lost last turn	-2	If order was Run
?	Squad leader or commander	+3	If unit is in building
-3	took more losses in assault	+1	If order was Hold
?	see Experience & Training	+2	If order was Charge
-1	Hit by heavy Weapon	-1	Detachment/Small Unit
-3	Out of Ammo this turn	+1	in cover

Hits	Die Roll			
	<1	1-4	5-12	13>
13+	Surrender	Surrender	Break	Fall Back
12	Break	Break	Fall Back	Suppressed
9-11	Break	Fall Back	Suppressed	Hold Ground
8	Fall Back	Suppressed	Hold Ground	Hold Ground
6-7	Suppressed	Suppressed	Hold Ground	Fight On
3-5	Suppressed	Hold Ground	Fight On	Fight On
1-2	Hold Ground	Hold Ground	Fight On	Fight On

Explanation of Results

Surrender	Unit is removed from the board
Break	Unit moves 36" away from enemy, must rally
Fall Back	Unit moves full move away, facing enemy, Rally order next turn +2
Hold ground	Will not advance next turn but will fight as normal
Suppressed	Unit will not fight except in self-defense next turn
Fight On	Act as normal

Orders (may be given to a whole unit or to single figures)

Advance		Unit can may move and take a non move action such as fire or reload
Aimed Shot		+2 to the die roll but only one attack and no move or actions
Hold	+2	Unit stands in place and makes; 2 attacks/actions OR Suppressive fire
Charge	-2	May not shoot 1.5x base move but gets charge bonus in assault
Reaction	-1	May shoot OR move. Fire at -1 OR move at 3/4 In Reaction Phase may Fire at -1 OR move at 3/4 This also allows op-fire but if op-fire unit may not then move
Search	+1	Can move up to ½ move and searches building or area
Rally	---	Unit does nothing, must roll rally #
Run		double move but may not attack

Actions are things like reloading or fixing broken weapons

units that fail order may do 1 a non-move/non-fire action or may retreat ½ move

Casualty Level

Aimed Shot/Hold	1 for 5
Advance/Reaction	1 for 4
Run/Search	1 for 3
Charge	1 for 2

If heavy weapons damage is taken move casualty level down one level.

Thus a 1 for 3 would become a 1 for 2

Experience & Training

	Order #	Rally #	Combat	Assault
Green	7+	12+	-1	-2
Regular	5+	8+		0
Veteran	3+	6+	+1	+1
Elite	2+	4+	+3	+2
Leader/Commander	?	?	?	?

Movement	Clear	Rough	Obstacle
Normal Infantry	12	5	-2
Power	10	6	-1
Dreadnought	9	5	-1
Jump Jets	20/25/35		
Tracked Vehicles	18	8	Stop & pass next turn
Wheeled Vehicles	22.5	5	Cannot Pass
Grav Vehicles	20	20	No Effect
Walker Vehicles	15	8	-3

Infantry Weapons Effects

Weapon	Range	Damage Modifier	Rate of Fire	Notes
Combat Shotgun	15	+2	1	
Rifle	36		1	
Heavy Rifle	42	+1	1	
Light Support Weapon	45	+1	2	Heavy weapon
Heavy Support Weapon	48	+2	3	Heavy weapon
Light Auto Cannon	54	+2	3	Heavy weapon
Heavy Auto Cannon	60	+3	2	Heavy weapon
Man Portable Flame Thrower	10	+6	3	Treat infantry Armor as 0
Vehicle Flame Thrower	25	+8	5	Treat infantry Armor as 0
Rotatory Bonus		[+1]	[+2]	
SMG	20	-1	3	
Pistol	15	-1	2	
Grenade Launcher	40	+2	1	up to six shots per-turn
Mortar	10/70	+4	8	
Small Artillery	15/80	+3	5	
Large Artillery	20/100	+5	8	
Large Missile Launcher	80	+6	6	
Small Missile Launcher	50	+3	4	

Effect Chart

Effect	Die Roll
Miss	<9
Morale Hit*	10-12
Hit	13-19
Kill	20

*This counts for morale test but not for casualty calculations

NOTE: A natural 20 is a kill even if it would be modified to another number. The shooter gets to pick the kill. If a leader is directly attached to the unit the leader may be chosen

INFANTRY

Fire Modifiers	
Aimed Shot	+2
Height Advantage	
Leader within 12"	+1
Experience & Training	?
Over ½ concealed	
Target running	
Over ½ range	-1
Firer just used jump jets	
Vehicle Moved	
Target prone/in cover	-2
Close Range <6"	+3

Units get cover **OR** concealment

Assault Modifiers

Specialize assault weapons Flamer(addition to normal flamer)	+3
Unit has fallen back last turn any figure with a heavy weapon in the unit	-1
Experience & Training	?
Target suppressed or worse last turn pistol or SMG	+2
Height Advantage For every level of armor better than target	+1

Armor Factors | Armor

Unarmored	+1
Light Body	0
Body	-1
Heavy Body	-2
Light Power	-3
Power	-4
Dreadnought	-5
Vehicle	-6>

Add 1 to leaders Armor

AMMO

1. Every turn a unit/vehicle fires it will receive a **ammo marker**
2. If any **ones(1)** are rolled during an attack the unit needs to make a ammo check.(Only one Ammo check is needed no matter how many ones(1) were rolled)
3. To pass the ammo check the unit needs to roll a **greater then the number** of ammo markers it has.(Thus if unit has 3 ammo markers it needs a 4+)
4. If the unit fails it has a **-2** to all attacks unit it makes a Rally order and passes a Rally check.
5. On any turn the unit/vehicle may **voluntarily** take a rally order and in doing so all ammo markers are removed.(no rally roll necessary)

ANTI-TANK

TO HIT MODIFIERS

Green	-2
Leadership	?
Aimed Shot/Elite	+2
Missile under 1/2 Range	+1
Fire on move	-2
No Target	-6
Missile under 6"/Acquired Target	+3
See Target 1/2>	-3
Target in cover & OR Small	-1
Large Target	+1

To Hit Chart

0-15/4+	15-30/7+	30-40/10+	40-50/13+	50-60/16+	70>/19+
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Die	Effects
20	Catastrophic The incoming round has scored a direct hit on the ammunition racks. The vehicle violently explodes sending the turret in a random direction for 1d6 inches. All crew are instantly killed and any unprotected personnel next to (1") the vehicle sustains a +2 attack die roll
17-19	Total Destruction The incoming round has scored a hit on the ammunition racks. All crew is instantly killed and any unprotected personnel next to (1") the vehicle sustains a -2 Morale Check on the 6-7 line
12-16	Fatal Internal Damage The incoming round has destroyed the tank. All internal systems are destroyed while a heavy fire is started from the punctured fuel system. Each man failing a bail out check of 12+ will be KIA, otherwise all crew must bail out. The bailed out crew is considered Broken and must seek cover in their next turn if not rallied.
6-11	Heavy Internal Damage The incoming round has easily penetrated the armor before it and damaged the interior and crew. Each crew member must take a bail out check, of 7+, failing the Bail out Check will indicate a KIA on the member. The vehicle is out of play for 3 turns while the crew deals with the damage. All further actions the vehicle takes are at -2 to any die roll
3-5	Internal Damage The incoming round has slammed hard against the armor it just penetrated, weakened but not yet finished the inside of the vehicle has taken damage. Shrapnel is sprayed through the interior reeking havoc. The vehicle is out of play for 2 turns while the crew deals with the damage. Furthermore the communication is knocked out. To all further actions the vehicle takes a -1 to it's die rolls
1-2	Slight Internal Damage The armor of the vehicle absorbed most of the impact from the round.. The vehicle is out for 1 turn. The unit sustained no further damage.
Modifiers	

Hit is by Heavy Auto Cannon or smaller -3

Add a +1 to the die roll result for every 25 points over the Armor value.

FRONT

	No Penetration	Penetration	
■	1 Commander	1 Commander KIA	■
T	2 No Effect	2 Gunner KIA	T
U	3 Main Gun Destroyed	3 Main Gun Destroyed	U
R	4 No Effect	4 Loader KIA	R
R	5 No Effect	5 2 nd Weapon	■
■	6 Driver/Weapon	6 Diver KIA	■
	7 No Effect	7 Normal Damage	
H	8 Driver/Weapon	8 Driver KIA	H
U	9 No Effect	9 Normal Damage	U
L	10 No Effect	10 Normal Damage	L
L	11 No Effect	11 Normal Damage	L
	12 No Effect	12 Normal Damage	
	13 No Effect	13 Weapon	
	14 No Effect	14 Normal Damage	
■	15 Immobilize	15 Immobilize/MC	■
T	16 No Effect	16 Immobilize/MC	T
R	17 No Effect	17 Immobilize/MC	R
A	18 No Effect	18 Immobilize/MC	A
C	19 Immobilize	19 Immobilize/MC	C
■	20 Penetration	20 Normal Damage	■

REAR

	No Penetration	Penetration	
■	1 Commander	1 Commander KIA	■
T	2 No Effect	2 Gunner KIA	T
U	3 No Effect	3 Normal Damage	U
R	4 No Effect	4 Loader KIA	R
R	5 No Effect	5 Normal Damage	■
■	6 No Effect	6 Immobilized/MC	■
	7 No Effect	7 Immobilized/MC	
H	8 Mobility Hit	8 Immobilized/MC	H
U	9 No Effect	9 Normal Damage	U
L	10 No Effect	10 Immobilized/MC	L
L	11 No Effect	11 Immobilized/MC	L
	12 No Effect	12 Immobilized/MC	
	13 No Effect	13 Immobilized/MC	
	14 No Effect	14 Immobilized/MC	
■	15 Immobilize	15 Immobilize/MC	■
T	16 No Effect	16 Immobilize/MC	T
R	17 No Effect	17 Immobilize/MC	R
A	18 No Effect	18 Immobilize/MC	A
C	19 Immobilize	19 Immobilize/MC	C
■	20 Penetration	20 Normal Damage	■

SIDE

	No Penetration	Penetration	
■	1 Commander	1 Commander KIA	■
T	2 No Effect	2 Normal Damage	T
U	3 Main Gun Hit	3 Main Gun Destroyed	U
R	4 No Effect	4 Loader KIA	R
R	5 Loader	5 Gunner KIA	■
■	6 Engine Hit	6 Engine Hit	■
H	7 No Effect	7 Engine Hit	H
U	8 No Effect	8 Normal Damage	U
L	9 No Effect	9 Normal Damage	L
L	10 No Effect	10 Normal Damage	L
	11 No Effect	11 Normal Damage	
	12 Driver/Weapon	12 Driver KIA/Weapon	
■	13 No Effect	13 Immobilize/MC	■
	14 No Effect	14 Immobilize/MC	
T	15 Immobilize	15 Immobilize/MC	T
R	16 No Effect	16 Immobilize/MC	R
A	17 No Effect	17 Immobilize/MC	A
C	18 No Effect	18 Immobilize/MC	C
K	19 No Effect	19 Immobilize/MC	K
■	20 Immobilize	20 Immobilize/MC	■

TOP

	No Penetration	Penetration	
■	1 Commander	1 Commander KIA	■
T	2 No Effect	2 Normal Damage	T
U	3 No Effect	3 Normal Damage	U
R	4 No Effect	4 Loader KIA	R
R	5 Driver/Weapon	5 Gunner KIA	■
■	6 No Effect	6 Engine Hit	■
	7 No Effect	7 Engine Hit	
	8 No Effect	8 Normal Damage	
	9 No Effect	9 Normal Damage	
	10 Half Move	10 Normal Damage	
	11 Half Move	11 Normal Damage	
	12 Driver/Weapon	12 Driver KIA/Weapon	
	13 No Effect	13 Immobilize/MC	
	14 No Effect	14 Immobilize/MC	
	15 No Effect	15 Immobilize/MC	
	16 No Effect	16 Immobilize/MC	
	17 No Effect	17 Immobilize/MC	
	18 No Effect	18 Immobilize/MC	
	19 No Effect	19 Immobilize/MC	
	20 Main Gun Destroyed	20 Main Gun Destroyed	