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INTRODUCTION

It all started several years ago. This was the time of the 1st edition of a now world-known sci-fi miniatures game (which shall remain nameless). We all played it because it was the only thing around, but it started to become cumbersome. New, special rules each month published in their magazine (which shall also remain nameless), you could only use their miniatures, and to boot, they were very restrictive concept-wise and didn't do the things we wanted in a game. It was becoming really elitist and snobbish, and with a second or third look (and 2nd and 3rd and 4th editions) was becoming just another marketing machine that stifles creativity.

So we said the hell with it. We wanted a fast-play miniatures game that covers most aspects of 25mm modern or sci-fi miniatures combat so we could run the modern, sci-fi, and post-apocalyptic skirmish scenarios we wanted to play. There were no new miniatures to buy, and we had plenty of cheap swap-meet figures from various lines to prod into battle. It was in this first game that the first and only real rule of the new game was born: that the actual in-game character has the weapons and equipment that are actually on the miniature (unless clearly marked otherwise with a counter or something on the table).

The first game was played in a friend's apartment - the famous "Battle of Las Cruces". Terrain was minimal, consisting of a 6' X 4' plywood board placed on a coffee table, some O-Scale ruins that until now we had little use for, some miniatures and some toy cars. The Scenario: Save Moonbeam, the Psionicist Healer Chick from the Big, Bad Bikers and win the game. A comment made was that this game was about a bunch of skanks running around shooting at each other. Amongst ourselves we just called it "The Skank Game."

And we had a blast.

So here they are - the latest edition of the "Skank" rules. If you're tired of a lot of hype and want to play a quick, fun, bloody 25mm early 20th century-to-sci-fi squad-level skirmish game for whatever genre - here it is. Modify the rules as you please, and by all means have fun, 'cause it's your game when all is said and done, not somebody else's.

Just start playing! It'll come slowly at first, and you'll have to look up a lot of things as your players get creative with their actions, but soon you'll have mastered the rules and will be running fast, fun scenarios. You've got nothing to lose but your boredom and maybe some games that cost you too much anyway.



So What Really matters in a wargame? There's no shortage of long-winded answers out there. Most of these answers involve some sort of "Grand Philosophical Analysis" of game mechanics, what the authors believe to be the most relevant strategies and tactics that should be used, how the battles should be simulated, and of course (privately) how much game stuff they can sell. This approach is also dead wrong. This is the type of approach that leads to bickering, rules-lawyering, self-aggrandizement, endless whining, etc. In other words, everything important has already been decided and handed to you from on high, and your fun and creativity don't matter. If you take wargaming so seriously that you think everything must be simulated so accurately that it matches "real life", then I suggest you join the military and do your gaming at the academy. Their "wargaming" is designed to train soldiers how to fight real wars, as best they can. The most modern methods are done by computer or conducted live with electronic devices that can keep accurate track of everything.

I also hope you keep in mind that *nothing* can be simulated with complete accuracy, and that the fortunes of war will always be a part of it. So if you want to put your thinking into a "box" that both contains your ideas comfortably and gives you a platform to stand on while spouting off, go ahead; my little rule-set is not for you. Civilian wargaming is a hobby where friends get together to have fun.

Here's my simple take on wargaming: A wargame should capture the feel of the given situation, keeping in mind the players' expectations and tastes. It should be fun, and should have only as many rules as necessary to capture that "feel" but not very many more. It should play quickly, too.

The object of this game is to have fun with a game of tactics that flows well, using whatever miniatures you may have and running the scenarios that are fun for *you*. To that end, what really matters is that each particular game element integrates successfully with the other game elements and with the game as a whole. I guess if you really wanted to put a time frame on each turn you could say that each turn might equal 30 seconds, but some 30-second time frames are longer or shorter than others. Is there a miniature out on the board? Yes. It's a guy. Is there one APC? Yeah? Okay, it's an APC. You want more soldiers? Paint more miniatures. What you see is what you get. And by all means paint your miniatures! No unpainted or primed stuff! Remember to capture the feel of the situation ... bare lead just doesn't cut it in this regard!

"What do I need?": Per player; 10 to 20 (more or less) 25-28mm miniatures. No more than 1 psionicist figure. 1 hero figure, A vehicle if you want. 1 d10 and some d6's (or a scatter die). Some nice and flat and stable. The low profile base integrates better with the game board and makes it more aesthetically pleasing. If you wanna base your figures some other way, I'm not gonna argue.

What is “Rating” and how is it used? Rating is a number assigned to miniatures, vehicles, or perhaps even buildings, terrain features etc. that determines how tough or strong it is. It comes into play primarily to determine if a certain attack affected a certain target. In order for an attack to even affect a target, the rating of the attack must be the same or greater as the target. For example, A light machine gun, which is rating 3, fires at a sports car rating 2 and hits. The attack affects the target. The same light machine gun fires at a Tank with a rating of 6: the fire has no effect - the bullets just bounce off.

How to use the charts and Templates: The weapon charts include rating, max ranges, a description of what it can do and special effects if any. Consult these to see what you can or can’t do with the weapon. The vehicle charts will have movement information (max move and acc/dec), vehicle rating, and damage chart that you will roll on when the vehicle takes damage to see what happened. There’s also an area-of-effect template to use when area weapons are used (such as grenades, artillery, flamethrowers, etc) that you can cut out and use during the game. It marks out radii in one-inch increments for various effects. If you are printing it on a home printer, you might want to print it on a transparency. That way you can use it as a see-through area template in the game. Incorporated with this template is the deviation template (located in the inner ring) to determine deviation direction of off-target indirect fire weapons. Lastly, there is the special template for claymore mines. This could also be printed on a transparency for ease of use.

The Dice are Rollin’! In this game you’ll generally want to roll as low as possible. There may be parts in the rules where it’ll say “-2 to die roll” for instance. You’re getting a bonus here. You will have a number you have to roll at or under to do what you’re wanting to do, and with this bonus you subtract 2 from what you actually rolled to meet your target number. Needless to say, if it says “+1 to die roll” fr’instance, you are being penalized because you have to add that number to what you actually rolled. If you didn’t meet your target number, you failed that task.

Infantry Statistics. Soldiers can do certain things. The first of which is move from point A to point B. In this game, infantry moves at 10" per turn unless there’s a movement penalty or specified otherwise.

They also shoot at things. If they hit or not is determined by roll of a d10, using the fire chart to check if they hit. As you look at the fire chart later in this game, you’ll see that it basically boils down to how hard it is to hit if you or the enemy is moving. If you’re stationary and the enemy is stationary, you’ll have the highest probability of hitting the target (or getting hit). If you’re both moving, you’ll have the least chance, and there are two in-between charts if one or the other is moving. Small arms ammo is considered unlimited, and grenades or artillery have their ammo set by the GM.

Soldiers can also perform “feats” of sorts. This is the essence of the ABILITY statistic in their description. The base human ability stat is 5. Roll this or under on a d10 to successfully perform any complex non-combat physical task. Whenever a soldier faces death or injury that isn’t related to getting shot or killed in melee by another soldier, the game master should allow him roll against his ability stat. The soldier will make this roll when they jump out of a car that’s about to explode, jump out of a second-story window, dodge an oncoming car, attempt to shoot while suppression fire is incoming, etc. It’s basically the catch-all roll when your trooper wants to do something rash and unusual. It can also be used to determine if a person finds something in a search, or if you’re using the morale optional rule, to see if a trooper routs or not. If he makes it, he “narrowly escapes certain death.” If he fails, he takes full damage. Ability stats can be upped or lowered for heroes and others as needed.

Troop Stat Chart

| Type | Max Move | Ability | To hit fire bonus | Special |
|-------------|----------|---------|-------------------|--------------------|
| Rabble | 10 | 3 | 0 | |
| Trained | 10 | 5 | 0 | |
| Elite | 10 | 7 | -1 | 2 attacks 2 wounds |
| HERO | 10 | 8 | -2 | 3 attacks 3 wounds |
| Lg. Monster | varies | 5 | 0 | GM discretion |

In the above, elite troops and heroes get to subtract a certain number from what they actually rolled on a d10 to determine what if they hit or not in missile combat. These affects are cumulative with any others. Plus multiple attacks to use in missile and melee. These additional attacks are available in both missile and melee phases, so a hero can fire three times in missile combat, and fight in hand-to-hand with three attacks, etc.

The Gamemaster's Role. The GM approves/determines all forces prior to the start of the game, runs the turns and turn sequences, and makes judgment calls in ambiguous situations using what makes sense as a guideline. Their ruling is considered IRON-CLAD LAW. Players can ask the GM for a ruling on a situation, but once the decision is rendered, that's it. Bitch about it later over pizza, and let the game continue.

LET THE COMBAT BEGIN

The game's turn sequence is as follows:

- A. Initiative, where you figure out who moves first, etc.
- B. Movement, where you push miniatures around to get 'em in a good position.
- C Fire phase, where you roll to hit and then roll to see what happened on the charts, among other things.
- D. Melee, where you roll to see who whacks whom based on the melee chart or how cars crashed based on those rules and the vehicle charts.

Who goes first?: Each side rolls on a d10. Lowest die roll wins. Their side gets to go first, or can give the initiative to the other side. Since combat is simultaneous in this game, this really just determines who gets where first and how figures move into or out of melee. Successful games have been run by dispensing with initiative altogether, simply acting on GM rulings for ambiguities. So if you want to skip this part or if the scenario requires one side always moving first or last, then by all means do so.



Movement Phase: Once initiative is determined figures or vehicles are moved. Measure the distance and move your figures. As per above, footsoldiers move at 10" per turn unless specified otherwise. Infantry can use any part of their movement to move vertically as well as horizontally, namely when climbing ladders, going down holes, going up or down stairs, climbing onto roofs, etc. But no, you can't climb up sheer walls with no rope or any other convenient building feature (such as a drainpipe or ladder). No movement penalty is invoked when they're climbing up or down a man-made conveyance. Going to and from prone also invokes no penalty. A basic movement penalty chart for other situation is as below:

Moving while Prone: 4" maximum movement

Going up and over a fence, barricade or obstacle: 4" off of movement.

Rough terrain: 5" off of movement

If figures move into melee, they stop where they're at and melee is resolved in the melee phase. They can't shoot in the fire phase because - guess what - they're in melee. Melee snap-shot rule is the only exception (see melee section). See vehicles section for vehicle movement description.





Fire Phase: It's the heart of any wargame. "Back in the Day" there were games where you rolled to hit, then rolled again to simply wound, then the hurt player gets X amount of save rolls to make sure the latest published army was able to survive against outdated miniatures units, forcing constant upgrade of armies by spending lots of money. Or maybe you rolled to hit, and then rolled on a vehicle template to see if you hit or miss (huh???). Not here. Armor can change your rating, and cover can make you harder to hit, but once you're hit by enemy fire, you're hit. If you're a grunt, you get killed. If you're a hero, you take the damage. That's all folks.

Facing: Usually the gamemaster makes a ruling in the event of ambiguity. For a good rule of thumb, the figure has a 90 degree fire arc, 45 degrees on either side of where the weapon is pointing. You could use the corner of a sheet of paper to determine the arc. If it's outside of this arc, you can't shoot at it.

Many types of events can be unleashed in the fire phase. As the player of your own units, you get to determine who in your army fires first, what type of fire it is, etc. so make good tactical decisions. You could, for instance, have your psionist scan a building. With a successful roll, he detects people inside. Discretion being the better part of valor, you command your light MG team posted on top of the old theater to lay down suppression fire so if someone wants to shoot out of the windows they'll have a tough time of it. Then you command your mortar guy to lob a round onto the building with indirect fire. The next turn, two surviving scumbags run out of the building. Your riflemen, who did not move that turn because they were already in position, cut them down. Given that all of these units are available to fire, you could take out a potential viper's nest in one or two fire phases if you play it smart. Remember: Fire, like all combat in this game, is simultaneous, so even if you kill the guy, he still gets a return shot at you!



Things that can happen in the fire phase:

Direct Fire: Shooting, basically. Declare what you're firing at and measure the distance. Determine who moved and who stood still. Check rating of weapon vs. rating of target (the GM usually does this). If the target's rating is not known, proceed anyway if you wish. Then roll d10 and consult the appropriate column on chart below. If you roll at or under the specified number, you've scored a hit. If the rating of the weapon matches or exceeds the target's rating, the target takes damage.

| RANGE | Stationary to Stationary | Stationary to Moving | Moving to Stationary | Moving to Moving |
|----------------|---------------------------------|-----------------------------|-----------------------------|-------------------------|
| 0 - 10 | 9 | 8 | 5 | 3 |
| 11 - 20 | 8 | 7 | 4 | 3 |
| 21 - 30 | 7 | 6 | 3 | 2 |
| 31 - 40 | 6 | 5 | 2 | 1 |
| 41 - 50 | 5 | 4 | 1 | * |
| 51 - 60 | 4 | 2 | * | * |
| 61 - 70 | 3 | 1 | * | * |
| 71 - 80 | 2 | * | N | N |
| 81 - 90 | 1 | * | N | N |

*** = possible with modifier**
N = No

To Hit Modifiers: (all effects are cumulative if more than one apply)

Target behind cover: +1 to rolled #

Target is prone: +1 to rolled #

Target in a building or room: +2 to rolled #

Target Concealed: +1 to rolled # (gm discretion)

Invisibility Field: +3 to rolled # (ala Predator style)

Large Target: -1 to die roll

Vehicle-Mounted weapon: -1 to die roll

Blind fire: must roll an unmodified "1" on d10

Firing while enemy moving between cover: If a combatant is firing at a target when that target moved from one distinct area of cover, through an open area, and into another, then the target gets no cover bonus for that fire phase. The only way to get cover bonus is to stay put in the area that gives the cover since that turn began. You can move around within that area of cover and still get the bonus, but if you go out in the open, you won't get the cover bonus that turn.

Indirect Fire: With this type of fire, you are lobbing rounds onto distant targets with such things as mortars and artillery, or throwing grenades of some type. Determine if the shooter has moved or not. Then choose to either drop it on a specific point. The only charts you will use are the “stationary to stationary” and “moving to stationary” charts. Consult the appropriate column in the fire chart to determine if the round was on target. If so, determine damage normally, if not, the round has deviated. Determine the direction of deviation by rolling d10, then consult the deviation template (included in the center of the explosion template). An alternative method of determining direction is the use of a “Scatter Die” which is a d6 with arrows painted on it. Roll, and the direction the arrow points is the direction of deviation. Whichever method you feel more comfortable with. Now determine how far it deviated by consulting the chart below. If a spotter can be gotten within line-of-sight of the target and is radio-equipped (or psionic), the shooter gets to deduct 2 from their die roll to see if on target. The GM will rule to see if the circumstance dictates if a spotter can give the bonus. Basically, it should be given only when firing long-range artillery such as cannon or mortars to a position not seen by the shooter, not when one man throws a grenade.

| Distance to Target | Deviation from Target |
|--------------------|-----------------------|
| 0-10" | 1/2"Xd6 |
| 11-60" | 1"Xd6 |
| 61"+ | 2"Xd6 |

Suppression Fire: Some weapons have a high rate of fire that can be used to force the enemy to keep their heads down. These are usually machine guns and some small arms. The way suppression fire works is that every suppression-capable weapon has a certain radius it can affect. Simply declare that the weapon is suppressing and every enemy infantry model in that radius must make a successful ability roll or not be able to shoot. This includes getting a return shot. The affected enemy models also cannot move faster than 4" per turn. Suppression fire alone will not incur any actual hits, and vehicles cannot be suppressed. Suppression fire always takes precedence over direct fire, so if someone starts to shoot at you and you have a weapon available for suppression fire, you can suppress them immediately forcing this check. Once allocated, you can't change your mind. If two weapons capable of suppression fire choose to suppress each other, then each player must roll d10. Low die roll wins, high die roll is suppressed for that turn and cannot fire, suppression or otherwise.

Burning the Clip: Very similar to the above suppression fire, but this happens when certain small arms are set to full auto or spray-fired. If fired at a single infantry model, roll for 3 shots if within range of the weapon. If one model is killed on the first hit, the other shots can be used to fire on other models directly, if within 4" of the first model. Fire can be walked between as many models as needed in this way. If used to suppress, declare suppression and roll d10. If you roll 5 or less, the suppression takes effect. The downside of this method is that the next turn may not be spent on anything other than re-loading. No fire for that turn, movement at half speed only. If you are melee'd that turn and win, your *next* turn must be spent re-loading. You must survive one full free turn to re-load.



Psionics: Many sci-fi and post-apocalyptic movies and books postulate the use of the powers of the mind to do special things. As this adds spice to the game, rules for psionics are included in the game. If you don't want psionists in the game, no problem, just skip this section.

Psionics (or even magic, if your taste runs in this direction) are special mental powers that very few people have. They use their minds to directly affect the physical world. The psionist may attack, heal, or scan only once per phase, but if a scan (of a hidden area for instance) successfully reveals an enemy trooper, they may conduct one psionic attack against that trooper.

1. Offensive Psionics. Basically, the psionist has a variable strength weapon at his or her disposal that can only be used against targets in their line of sight, or if a scan of a hidden area was successful. Instead of rolling "to hit" based on the fire table, the table at right is used. Moving does not matter. The psionist picks his target and takes a guess at how tough it is when he picks a "rating" for his attack. The higher the rating number he chooses, the stronger his attack. If the rating he chooses is equal to or greater than the rating of the target, this attack will affect the target. If not, the psionic attack will be ineffective. Roll under the number listed on the table at the right to make psionic attacks. If it worked, roll on the appropriate damage table. The psionist may only actual psionic attack 1 target per fire phase, even if a hero with multiple attacks. If attacking psionically, this is the only attack they can do that turn.

| Attack Rating | To Affect |
|---------------|-----------|
| 1 | 6 or less |
| 2 | 5 or less |
| 3 | 4 or less |
| 4 | 3 or less |
| 5 | 2 or less |
| 6 | 1 |
| 7 | 1 |
| 8 | 1 |

Overkill: You can deliberately choose to attack at a higher rating than you think the target is to do more damage. Say that you believe a passenger car to be rating 2, but you're going to make a rating 4 attack against it to try to get a better damage result on it. Roll your attack at rating 4, and if you succeed, you can deduct the rating difference off your damage roll. In this case, your actual roll on the damage table would be at -2 to the die roll.

2. Psionic Healing. The psionist uses his mental powers to effect the physiology of a person, including themselves if they're a hero. To do this, the psionist must be within 1" of the recipient. The psionist has to roll 4 or less on a d10 to succeed. If successful, the recipient (hero) may remove one wound from his damage documentation. Psionists function as combat medics in this capacity, and may not heal fatalities. While doing this type of psionic, neither the psionist nor the recipient may move or do any other sort of action. Psionists can only heal living beings, they can't fix vehicles in this fashion.

3. Psionists may scan an area hidden from view (such as the inside of a building) If a successful ability check is made, the contents of the hidden area is revealed to the player with the psionist. this can be done in addition to a psionic attack in the same turn. Usually it's done first.

4. Psionists may act as indirect fire spotters in that they can use their mental powers to project thoughts and images to the shooter of indirect fire. They do not need to be within line of sight of the shooter. A guy with a radio could do the same thing. Psionists are always -2 to actual ability die roll when making spotting checks. If they make their ability score or less with this bonus, they spot the hidden item.

5. Telekinetic stun: This little gem is an ability that was developed early on by psionists to keep from being physically attacked in melee. Is used in the fire phase. The attack is declared, and a 2" radius zone is established, centered on the psionist (you can use the grenade template inner zone for this). All enemy models (friendly models are not affected) within the zone must roll their ability or be thrown back 6" and unable to move, shoot, or melee for that turn. This ability can't be used more than twice in a game and counts as the attack for that fire phase.

6. Psionists always get a save against psionic attacks. They use their own ability to affect the physical world to counter that of their attacker or fend off a mind-to-mind attack, disrupting the effects. Roll 6 or under on a d10. It will even work against the telekinetic stun attack! If successful, the psionic attack is nullified.





Melee Phase: When figures deliberately move within 2" of each other, they are engaged in melee. You can decide to shoot the oncoming trooper in the fire phase as he closes or get into a fight with him. Each player rolls on the table below to determine if they hit their opponent. If they rolled at or under and hit, the attacker rolls on the damage table for his target to see what damage was done. This game always assumes some sort of melee weapon, even if only a knife or club. Melee is simultaneous also.

Snap Shot special rule: If one trooper moves into melee with another, the defending trooper has a choice - he can take ONE "snap shot" at the attacker as he closes into combat (activating this rule) or shoot in the regular fire phase (thus this rule does not apply).

If he chooses a snap shot, he'll roll *right then in the movement phase* using the minimum range on the appropriate chart. If he hits his attacker, the enemy takes damage and cannot do anything more this turn (except die or take a wound).

If he misses, the defender cannot fire in the fire phase this turn and cannot melee this turn unless the attacking trooper went "up and over" a barricade or obstacle. If the attacker jumped an obstacle, the attacker will lose *his* melee attack that turn (see rules on barricades and obstacles) but the defender still gets his free attack in melee. A hero with multiple attacks loses one attack going over, and may still fight if he has any attacks left.

MELEE TABLE

TARGET

| | Rabble | Human | Elite | HERO | Lg. Monster |
|------------|--------|-------|-------|------|-------------|
| Rabble | 4 | 3 | 1 | 1 | N |
| Human | 6 | 4 | 2 | 1 | 1 |
| Elite | 8 | 7 | 5 | 3 | 2 |
| HERO | 9 | 8 | 7 | 5 | 4 |
| Lg. Mnstr. | N | 9 | 8 | 7 | 5 |



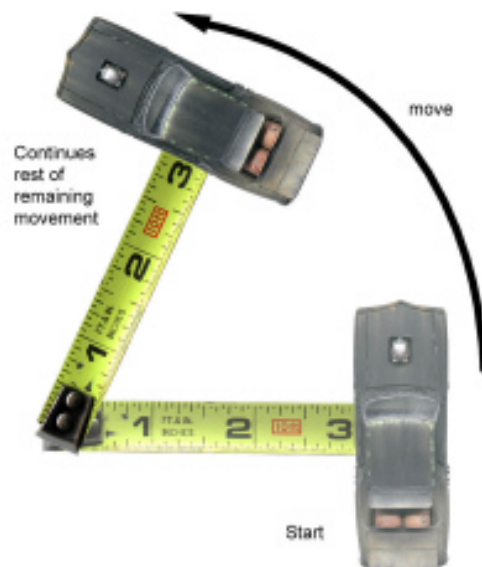
Vehicles

So what would a modern skirmish game without the occasional road-warrior-esque smash-up be? Or without APC's or trucks full of rowdy militiamen, or the stereotypical biker gang? Probably considerably less spectacular or fun. So we're going to have to accommodate vehicles in the game, aren't we?

Vehicle Movement:

1. Vehicles have a maximum movement defined in the vehicle stat section, as well as an acceleration/deceleration stat (acc/dec). Example: a vehicle has an acc of 10". This stat means that it can go from dead stop to 10" in the first turn. In the next turn it can go 20", then 30", etc. to its maximum speed. It has a dec of 20", therefore it can decelerate from 30" to 10" to dead stop.

2. Turn Radius. This will be listed on the vehicle description, and the turn radius of vehicles rating 2-3 is 3", and for rating 4-6 is 6" unless specifically listed otherwise. Motorbikes are always rating 1, and can turn in place for purposes of this game. So what does that mean? It means to turn a rating 2 vehicle, you measure out a 3" section. Place this beside the vehicle. Using one end of the 3" section as a pivot point and the other anchored to the side of the vehicle, you swing the vehicle around in an arc, using up however much of the movement in the turn. See illustration at right.



For purposes of the overall game, there are no penalties for terrain roughness for vehicles. Some terrain features may be deemed impassable or given a penalty by the gamemaster prior to play.

When vehicles move in such a way that they touch each other, a fixed object, or a person in any single given turn, a collision occurs between the vehicles, objects and persons. Collisions are resolved in the melee phase of that turn- it's like vehicles meleeing one another. Only those vehicles coming into contact THAT TURN are involved in THAT TURN'S MELEE PHASE. Vehicles coming into

contact in subsequent turns are resolved (collision wise) in those subsequent turns. Keep the vehicle in place until the melee phase, and resolve the crash for those vehicles then. Vehicle mounted weapons may shoot in the fire phase if there is a separate gunner manning it. Once the vehicles have collided, the crash for that turn is finished.

Collision and Damage: To find out what happened in the crash, add up the total ratings of all the vehicles engaged in the crash that turn plus any “bonus” rating points (see next page). The gamemaster can assign ratings to barricades, terrain features and buildings and factor these into crashes with fixed objects. This is the overall Rating of the crash. Then consult the chart below to see what happened to each individual vehicle, based on the overall rating of the crash, and the individual rating of each vehicle. For instance, two passenger vehicles and an armored car crash into each other. Almost an even match, and they’re all going to take some damage. The cars are rating 2 and the Armored car a rating 3, so the total rating of the crash is 7. On the chart, see rating two for the car. Then go to the middle column, and you’ll see that 6-8 points in the crash will cause 2 damage rolls to a rating 2 vehicle, and a crash over 9 points will total the vehicle. That’s what the cars will have to take, so both cars will have to take 2 damage rolls apiece. The armored car is a rating 3, so per the chart, 8-10 point crash assesses 1 damage roll to the armored car.

Vehicle Collision Chart

| Vehicle Rating | Total Rating Points in Collision | Results |
|----------------|----------------------------------|----------------------------------------------------------------------------------|
| 1 | 2+ | Totalled, driver and any passengers killed Heroes get ability roll to survive |
| 2 | 3-5 | 1 damage roll |
| | 6-8 | 2 damage rolls |
| | 9+ | Totalled. Explodes on 9-10 on d10. |
| 3 | 5-7 | 1 damage roll |
| | 8-10 | 2 damage rolls |
| | 11+ | Totalled. Explodes on 9-10 on d10. |
| 4 | 7-11 | 1 damage roll |
| | 12-16 | 2 damage rolls |
| | 17+ | Totalled. Explodes on 9-10 on d10. |
| 5 | 8-16 | 1 damage roll |
| | 17-20 | 2 damage rolls |
| | 21-28 29+ | Totalled. Explodes on 9-10 on d10. |
| 6 | 12-22 | 1 damage roll |
| | 23-28 | 2 damage rolls |
| | 29-34 | 3 damage rolls |
| | 35+ | Totalled. Ammo & Fuel brews up in a spectacular explosion! |

Explosion templates: for vehicles rating 1-3 use the 2" template (inner ring) for vehicles rating 4+ use the 4" template (outer ring)

Crashing into fixed objects:

If a car crashes into a fixed object with a rating assigned by the gamemaster, then add the rating of the fixed object with the rating of the car to get the overall rating of the crash. Resolve damage normally by consulting the chart.

Crashing into existing Multi-Car Pile-ups:

If more vehicles crash into a crash that happened before this turn, the “pile-up” is treated as a fixed object with a rating of 6. Vehicles already in the “pile-up” take no further damage, but roll new damage against the additional cars as normal. Example: passenger vehicle rating 2 crashes into the already-existing “pile-up”, with a total crash rating (for this new car) of 8. Per the chart, this new car must make 2 damage rolls.

Bonus Points for the Crash and Other Rules:

If any vehicle is going over 18" or faster per turn and goes into a crash, add 5 to the total rating points of the crash per vehicle going over 18" per turn. If any vehicle crashes head-on with another, another 10 points is added to the overall rating of the crash.

Lastly: no matter how many rating 1 vehicles crash into a vehicle rating 5 or more, they will do NO DAMAGE to that vehicle (though if another vehicle is rating 2 or more is involved, then add up all the points normally).

A vehicle rating 5 or 6 will simply roll over rating 1 vehicles with ease, crushing them while taking no damage. Any vehicle running into people, unless the people are armored up to at least rating 3, will instantly KILL the people they're running over.

Horses and other Riding Beasts: Mounted troops on horseback are treated as one complete infantry figure for purposes of this game. Since they are live creatures, they don't move like vehicles. Just move them like normal troops. Movement is 20", they melee like a “large monster,” and are a rating 1 target. They can be suppressed like infantry (i.e. they panic), but make their ability roll to avoid being suppressed at 30% or less. This can be modified by gamemaster approval to represent odd riding beasts, trained mounts, etc.

If you're running a campaign, give the horses a flat 50% survival ratio (calculated from slain cavalry figures at the end of the game), and give these horses to the winning player as a campaign asset. See the campaign section for specifics. The same melee rules apply as troops.

Fire Bonus: Shooting at a vehicle rating 2 or higher should always be with the “-1 to the die roll” bonus, due to the vehicle being a large target.





RULES CONCERNING BUILDINGS AND URBAN WARFARE

Urban pacification is a tricky business, which will require some special rules. I'm listing them as part of the main game as opposed to "optional" rules, but feel free to use or modify them as needed in your own scenarios. Listed are "to hit" modifiers concerning obstacles and buildings. They are also reiterated on the master "to hit" chart. Remember: keep the ratings of obstacles and buildings at hand - you'll need to know what rating weapon or vehicle can effect what to be fair.

To Hit Modifiers: (all effects are cumulative if more than one apply)

Target behind cover: +1 to rolled #

Target is prone: +1 to rolled #

Target in a building or room: +2 to rolled #

Target Concealed: +1 to rolled #

Invisibility Field: +3 to rolled # (ala Predator style)

Large Target: -1 to die roll (vehicle rating 2 size or larger)

Vehicle-Mounted weapon: -1 to die roll

Blind Fire: must roll unmodified 1 on d10

Prepared barricades: Basically just a hastily-constructed linear obstacle, it can include old oil drums, furniture, wagons, corrugated iron, fences, etc. Anything that offers a little resistance and obscures vision.

When these are constructed, the game master should assign a rating to them based on their strength. Most of these types of things will be rating 1 or maybe 2 max. Barricades will count as "cover" for the firing modifiers. They delete 4" from the movement of any figure trying to go "up and over" them. To tear them down, the opposition basically has to engage them for 1 melee round - this incurs no damage on the figure attempting the dismantling. After that, they're considered so badly beat up that troops can negotiate them without penalty. Opposing troops who decide to go "up and over" this kind of barrier lose their melee ability that turn, but may be engaged in melee by enemy figures if they're close enough. Basically, the enemy gets a "free hack." If a hero hasn't used any of his attacks and goes over a barricade, he will still have one attack he can do after he stops moving.

Vehicles crashing through barricades basically just run into 'em. Resolve the vehicle damage as if it were running into a vehicle substituting the barrier's rating for the opposing vehicle. The barricade is immediately destroyed. If a vehicle's rating is significantly higher than the barrier, the vehicle doing the "punch through" doesn't even take damage. It's too tough.

Barbed wire entanglements: The same as above except dismantling these incur a 5" movement penalty to go through and troops trying to dismantle them must spend 2 turns in "melee" with them to dismantle them. Infantry cannot go "up and over" barbed wire entanglements. They must be dismantled or blown up to be negotiated.

Tougher Barricades: Sometimes high security barriers (cast reinforced concrete barriers, huge flower pots, etc.) are placed in certain places to prevent vehicles from going through and to provide cover for defenders. Barriers of greater strength (3+) are treated as cover and cannot be dismantled by infantry. You must blow them up, and if you try to ram through, it is treated as a crash into a fixed object as above (i.e. the vehicle might take some damage). It will stop any vehicle up to its own rating cold even if it's destroyed that turn, and will be destroyed by a single hit from any vehicle or weapon that is stronger than it.

Going into Buildings: Entering a building or room full of enemies can be frightening and deadly. Window snipers and other ambushers are hard to hit and the enemy's just waiting for the first guy to come through the door. If a figure enters an enemy-held building, he will fire at the enemy with a +2 to rolled number penalty for that fire phase and will melee at +2 to rolled number for that melee phase. This is to emulate the fact that he really doesn't know what's behind that door. If there's a figure behind a closed door guarding it, or hiding beside an open doorway, these figures **MUST** be defeated in that turn's melee phase for any other attacking figures to get through the door the next turn.

Blowing stuff up: Barricades can be blown up in one turn with grenades or other explosives....and so can buildings. Basically, the rating of the building is both how tough it is and how many hits it can take before collapsing. That means if you have a house with a rating of five, it'll take five hits at rating five or better and it'll collapse. Anything short of that still makes the building useful for purposes of this game. The hits could be anything from a vehicle crashing into it to a psionic attack to a satchel charge (described in weapons section). Any single hit of the necessary rating will punch a hole in the building wall large enough to run a squad through without incurring any "entering a building" penalties that turn. Then again, if it's a low rated building, you can always just run a tank through it....shooting it with the tank's main gun will blow it up real good too, because the special rule on that weapon is that it instantly destroys any target with a rating of five or under!

Suppressing guys in buildings: "But I wanna get those guys in the buildings to keep their heads down!" A common lament in this game. So how to do it? You can suppress the same area *vertically* as you can *horizontally*. Check the weapons charts for radius and shoot to suppress. The enemy will need to make an ability roll or be suppressed. As they are inside the building rather than out in the open, they will make this roll at -1 to their ability die roll.

Burning 'em out: Shooting a flamethrower *into* a building is nasty enough in itself, but you can light the building on fire if you want to take care of a nest of snipers. Needless to say, the "does it make

sense” rule comes into play in that the gamemaster determines if a building is flammable or not due to materials. When in doubt, ASK before lighting up. For a little arson fun, spray the outside of the building with flamethrower fire or douse it with molotov cocktails. Most intelligent troopers can even scrounge flammable materials during the game to start a fire (takes 1 full turn) Fires are nasty because they can grow in strength, eventually engulfing even a high-rating flammable structure.

1. The strength “rating” of fire starts at least at the rating of the weapon used and increases by two each consecutive turn, until they’re strong enough to damage the building. Then, they do 2 “hits” to the building until it collapses as in the explosives rule above. Fires keep burning until they engulf the structure or the fire is deliberately put out. Example: Freddy the Firebug wants to burn down a rating 5 warehouse. He spends the first turn scrounging the materials and starts a rating 1 fire. The next turn the fire is rating 3. The third turn, the fire has raged into a rating 5 fire and starts damaging the wood-framed corrugated structure. From the 3rd to the 6th turn, the fire spreads throughout the building and on turn 6 it is thoroughly engulfed and will collapse.

2. Figures inside the building are at a +2 to die roll penalty for both firing and melee while the structure is on fire due to smoke and fear.

3. To put out fires, at least 1 figure per strength “rating” of the fire must be devoted to fighting the fire and nothing else. These figures must go to the source of where the fire started and stay there fighting the fire for 1 turn per rating of the fire divided by two. For example, 6 figures are required to fight a rating six fire to begin with, and it will take them 3 turns to put it out.



SPECIAL AND OPTIONAL RULES

These special optional rules are provided to plug into the main game as needed to handle certain situations or player tastes

A: Hidden movement and Spotting. Spotting and Hidden movement rules are sometimes necessary for scenarios that take place at night, or have woods or other hiding places around. To conceal movement, just draw a map of the game board and have troops move on the map until they are revealed.

Any figures except those that are prone may spot in the movement phase. Nominate the figure making the spotting check and a fixed point that he's looking at. Roll against that figure's ability rating. If successful, measure a 6" radius around that fixed point. Any hidden troops within this radius are revealed and are legitimate targets in the fire phase. Consult the table at right for modifiers to the target number for spotting. Keep in mind that these effects are cumulative. Example: A regular trooper (5 ability) tries to spot prone targets (+1 to die roll) in a wooded area (+2 to roll). Total is +3. He rolls a 4, which is normally within his ability rating. But since he has +3 to the die roll, his actual rolled number is 7, so he did not make the 5 needed to spot the raider crawling through the bushes....

Spotting Modifiers

Target prone - +1 to die roll

Target in wooded area - +1 to die roll

Fog or Rain- +1 to die roll

Invisibility Field - +3 to die roll

Ghillie suit or Ninja - +2 to die roll

Spotting troops equipped with Infrared - targets get NO MODIFIERS except if they have an invisibility field.

B. Hand-to-Hand disable/stun: Knock 'em out and take 'em prisoner.

In melee, a player can declare that he's deliberately trying to incapacitate his opponent. Roll melee at +2 to the die roll for the attacker. If successful, the target is knocked unconscious and is out of the game. If a failure, the target takes no damage. Good for campaigns if you want someone to interrogate later.

C. Vehicle tire shot: Troops can shoot out the tires of a vehicle as follows: They must roll to hit at +2 to the die roll. If they hit, the tire is blown out regardless of the rating of the vehicle or the weapon. After half the tires have been shot out, the vehicle is considered to be unable to steer properly and is immobilized. It decelerates at maximum and stops. Sorry, it won't work on tracks.

D. Props of Doom: Custom stats/Charts/Items. For lots of different reasons, the gamemaster may want to allow custom stats for unusual creatures, have the players find unusual equipment, etc. When

creating custom stats for things, you'll have to look at every aspect of it as it relates to the game. The Rule of "Does it make Sense?" applies here big time. The easiest way of accounting for something unusual in the game is by stating "same stats as X". For instance, that cool looking vehicle the player scratchbuilt would be given a stat or chart comparable to the type of vehicle it is: if it looks like an "armored car," shoots like an "armored car," chances are it's an armored car.

When designing custom weapons, be careful. Use the vehicle chart, asking yourself: "can this weapon affect a [fill in the blank]?" If so, the weapon's rating is equal to the vehicle's. Use discretion and judgment in assigning special effects like area effect or multi-shot to new weapons. Remember, for purposes of game balance super powerful weapons should be extremely rare.

Custom characters can be created, too. The gamemaster can assign or allow higher movement rates, percentage bonuses for shooting, or whatever. You could also write a special damage chart (allowing special or odd effects, such as for a robot/android character for instance), or write a separate Melee chart for this character alone. This chart would basically just have percentile numbers that show how the new creature fares against the various types of other creatures in hand to hand. Remember that they get a return shot for the remainder of the percentage. Example: if the new being can "hit a hero 9 or less on d10" then that hero can hurt this creature by rolling 1. The easiest way to assign melee stats is to just say "melee as a (whatever)"

Items can be given custom aspects as well. A scope could be defined as: "-2 to die roll to hit," special explosive ammo could be defined as "-2 on the damage roll," or armor piercing ammo could be "+1 to weapon rating." Body armor could be defined as "figure is now a rating (whatever) target."

In all of the above instances, use common sense and always clear them with the gamemaster before the game.

E. The Magnificent Eight, Nine, or Ten: Do you have a lot of players? Just give them one figure per player, with a 3x5 card with stats and a name (or they can name the figure themselves) and go at it! Either forget initiative altogether, having them move simultaneously, or send a horde of rabble or something else against them, having them all be on one side. Give them all Hero quality or custom stats and have them roll on an individualized injury table that you can create, rather than using the multiple-wounds method from the main game.

F. Roleplaying elements - the dramatic close-up. "I am gravely disappointed...again you make me unleash my dogs of war...!" the humongous one shouted to the leader of the Nomads.

Sometimes it's fun to have one character shout to the other or do some creative role playing in the game. Resolve this stuff in the movement phase or the fire phase before any shooting begins. See above for giving a few characters individualized damage charts. Explosion type noises players make when vehicles are destroyed or when things blow up are to be encouraged.

G: Basking in the Afterglow: Radiation! Want to run an end-of-the world scenario? How does your world end? As gamemaster, that's a topic you'll have to consider when designing a unique post-apocalyptic campaign. If it ended by nuclear war, you'll need to incorporate radiation effects into your game.

In real life, Radiation starts out with a really high lethality and decays quickly. As soon as 7 hours after the initial "hit" of 1000 rads, it goes down to 100 rads. 49 hours later, it's down to 10 rads, 343 hours later, 1 rad and so on. 1000 rads will pretty well kill most everything, and radiation sickness will occur with 100 rad exposure. On top of everything else, radiation exposure is cumulative, so with continued exposure you "add up" the number of rads received over time to see how messed up you get. You could go 10 days exposure to 10 rads, end up having 100 rads total, and you're getting sick. The only thing that works is dense shielding, reducing both initial and overall exposure. So you gotta live in what's pretty much a hole in the ground with minimum 3 feet of dirt overhead for 14 days minimum to survive just the initial hit and fallout. And even then you've taken *some* radiation damage. Then there's the fallout itself. Though it doesn't cross-contaminate any other objects by touching it, it is still radioactive in and of itself (subject to decay, of course), so if you get it on you, you're hosed. Don't think you'll be vacuuming this up out of the carpet any time soon! Plus there are not one but four different types of radiation, some of which don't do much but some of which really mess you up. Alpha and Beta particles are easily stopped, but don't ingest any or get 'em on bare skin. Gamma rays pass through most materials and really slice-n-dice you at the cellular level. After the tussle is well over, accumulation of radioactive isotopes, replacing radioactive versions of minerals for naturally occurring ones in biological tissue just adds to the mess.

Not much fun, eh?

Obviously, it is beyond the scope of a wargame to address all the specific effects, but a number of basics can be gleaned from the facts. For purposes of the game as in real life, radiation is invisible without detection equipment. The presence of such detection equipment is up to the GM (did any survive the Electromagnetic Pulse?). Since this is a game, your campaign might postulate long-lived lingering radiation patches for some reason. Maybe the nuclear power plant now has an exposed core, that irradiated mutants use for some sort of temple, etc.

The easiest way to set up irradiated areas is to make a secret map of the game board showing the radiation infested areas, or choosing a fixed point and documenting that the rad field extends in an x inch radius from this point. When troops move into these areas, have them roll against their ability rating if you're feeling kindly. If they make their roll, tell them that "everything looks so dead...something's wrong." If they continue further, roll a 2d6 to see how long they'll continue before getting sick from radiation poisoning.. the GM will decide if it is fully incapacitating or not. That's still pretty nasty, isn't it? Nobody said radiation was fun, that's why people avoid it.

You may want to give them the means to detect it, like dosimeters and Geiger counters. If they choose to use them, they'll discover the rad field instantly. You may also want to give them a hint that an area is irradiated by infesting it with dead bodies or deformed, rabid mutants (who are of course immune to the effects, just like in the movies)...

H. **Morale and Routing:** The games that we have played were all successfully executed without the use of any kind of morale system. The premise of our games is that these are desperate times with desperate men who would fight to the death for a loaf of bread if need be. But if you're running a game with a different premise, say modern infantry combat during a historical conflict, you might find morale rules handy.

Units are divided into squads of 10 or fire teams of 5 miniatures. If the squad or fire team loses half or more of their number, make an ability roll for the unit at the end of the melee phase. If you roll under your target number, they will stay and fight. If you roll over your ability, the entire squad must move their maximum in the direction from which they originally came onto the board. This happens the next turn. They cannot shoot in that turn. They may attempt to rally after all melees are resolved at the end of that next turn. If they do not rally, they keep moving as above until they're off the table. If they make it and then lose another 25% of the original number of troops thereafter, they must check again, etc. If a hero is attached to the unit, use his or her ability rating to check against and rally against. If they're elite, then obviously you will have a higher rating to roll against anyway.

I: **Smoke & Gas:** If the scenario calls for smoke to impede line-of-sight or gas for varying effects, handle it this way: The GM decides the overall area of effect (radius) of the gas cloud and what the effect is and how long it takes to dissipate.

DONE!



VEHICLE DESCRIPTIONS

MOTORCYCLE, BIKE WITH SIDECAR, QUAD ATV, TRIKE

Rating: 1 Max Move: 80" Acc/Dec: 15"/15" Turn: In Place

Damage Table:

- 1: Bike flips and crashes spectacularly. Driver and any passengers killed.
- 2-4: Bike crashes, roll ability or be killed. Gas tank then explodes.
- 5-8: Engine hit. Decelerate max movement, then vehicle sputters to stop next turn and is immobile.
- 9: Brakes hit. May not decelerate. Must keep moving until crashes. Must roll ability every turn or crash with driver & passengers dead.
- 0: Exhaust hit. Smokes badly during rest of game. Backfires every turn.



PASSENGER VEHICLE

Rating: 2 Max Move: 60"

Acc/Dec: 10"/20" Turn: 3"

Damage Table:

- 1: Car rolls and crashes spectacularly. Driver and any passengers killed.
- 2-4: Car crashes, roll ability or be killed. Gas tank then explodes.
- 5-8: Engine or other system hit. Decelerate max movement, then vehicle sputters to a stop next turn and is immobile.
- 9: Brakes hit. May not decelerate. Must keep moving until crashes. Must roll ability every turn or crash with driver & passengers dead.
- 0: Exhaust hit. Smokes badly during rest of game. Backfires every turn.



ARMORED CAR, SEMI TRACTOR, DEUCE-AND-A-HALF TRUCK

Rating: 3 Max Move: 40" Acc/Dec: 10"/20" Turn: 3"

Damage Table:

- 1: Vehicle crashes spectacularly. Driver and any passengers killed.
- 2-4: Vehicle crashes, roll ability or be killed. Gas tank then explodes.
- 5-8: Engine or other system hit. Decelerate max movement, then vehicle stops next turn and is immobile. Cannot Fire.
- 9: Brakes hit. May not decelerate. Must keep moving until crashes. Must roll ability every turn or crash with driver & passengers dead.
- 0: Minor system hit. Smokes and sparks badly during rest of game.



SEMI TRACTOR- TRAILER, BUS, APC



Rating: 4 Max Move: 36" Acc/Dec: 8"/16" Turn: 6"

Damage Table:

- 1: Vehicle overturns and crashes spectacularly. All inhabitants killed.
- 2-4: Vehicle crashes, roll ability or be killed. Gas tank then explodes.
- 5-7: Major hit. Decelerate max movement, then vehicle sputters to stop next turn and is immobile. Cannot Fire.
- 8: Weapons hit. Cannot fire.
- 9: Brakes hit. May not decelerate. Must keep moving until crashes. Must roll ability every turn or crash with driver & passengers dead.
- 0: Superficial damage. Some pieces of stowage blown off vehicle.

TANK



Rating: 6 Max Move: 20" Acc/Dec: 7"/14" Turn: 6"
can turn in place if moving 6" or less.

Damage Table:

- 1: Ammo hit.. Vehicle brews up in a spectacular explosion!
- 2-4: Huge hit. Large pieces of vehicle blown off. Out of action.
- 5-7: Major hit. Decelerate max movement, then vehicle sputters to stop next turn and is immobile. Cannot Fire.
- 8: Turret hit. Cannot fire.
- 9: Thrown Track. Cannot turn right on d10 roll 1-5, cannot turn left on d10 roll of 6-0
- 0: Superficial damage. Paint charred somewhat.

VEHICLE MODIFICATIONS

- Homemade armor job: +1 to vehicle rating
- Supercharger/turbo: +10 to ACC, +20 to Max speed
- Competition Brakes: -10 to DEC
- Competition Suspension: 4" or even 2" turn ratio.
- Gun Mounts: Mtd. Guns get -1 to Die roll bonus
- Infrared/Night vision: Automatic spotting
- Alternative fuel source engine/
- Multifuel engine: for campaign, can refuel using whatever is at hand that will do the job.
- Micro-fusion power source: for campaign, never needs refueling, can provide electric power to others.
- Ramming Prow: Causes one additional damage hit to any vehicles directly in contact with it during a collision.

WEAPONS DESCRIPTIONS



BOW-CROSSBOW

Maximum Range: 80"

Rating: 1

special: when shooting in a game where spotting rules apply, weapon can be shot without revealing hidden model.



PISTOL

Max range: 18"

Rating: 1



RIFLE

Max range: 80"

Rating: 1

Black Powder rifles: +1 to die roll to hit, +1 to damage roll (if applicable).



SHOTGUN

Max range: 18"

Rating: 2

-2 To the Die roll "To Hit" Bonus

MOLOTOV COCKTAIL

Max Range: 12" Rating: 2

1" radius area of effect (use innermost ring of template). Instantly starts a rating 2 fire of flammable items or buildings.



S.M.G.

Max range: 24"

Rating: 2

-1 To the Die roll "To Hit" Bonus, Suppression capable.

See "burning the clip" in rules.



ASSAULT RIFLE

Max range: 80"

Rating: 2

Uses 2" template for suppression. See "burning the clip" in rules. Always -1 to die roll to hit.



LIGHT MACHINE GUN

Max range: 80"

Rating: 2

Can fire 5 shots directly, or can suppress to 4" radius. See outermost ring on area template.



HEAVY M.G.

Max range: 80"

Rating: 3

Can fire 3 shots directly, or can suppress to 4" radius. See outermost ring on area template.

ENERGY WEAPON



Max Range: 80"

Rating: 4

-1 to die roll to hit, -1 to die roll on damage roll.



CHAIN GUN

Max range: 80"
Rating: 3

Can fire 7 shots directly, or can suppress to 4" radius. See outermost ring on area template. No more than 1 per side per game.

GRENADE

Max Range: 20"
Rating: 4

Within a 2" radius, grenade instantly destroys all targets rating 3 or under. From the 2" to 4" radius, fragmentation effects occur. Roll for all targets within this band and they are hit on a roll of 1-2 on d10. If thrown into a building, the grenade will instantly destroy all targets rating 3 or under out to the full 4" radius, but this effect will be stopped by any intervening walls.



INCENDIARY GRENADE

Max Range: 20"
Rating: 4

Within 2" radius, grenade instantly destroys all targets. From the 2" to 4" radius, incendiary effects occur. Roll for all targets within this band and they are hit on a roll of 1-2 on d10. Immediately starts rating 4 fire to flammable buildings if that rule used.



GRENADE LAUNCHER

Max Range: 80"
Rating: see grenade

Allows direct fire or indirect fire of grenades. See grenade for specific effects.



AUTO GRENADE LAUNCHER

Max Range: 80" Rating: see Grenade

Fires three grenades per fire phase. Determine hit of the 1st grenade normally, the other three deviate automatically d6" from that point. No more than one of these per side per game.

FLAMETHROWER

Max Range: 12"
Rating: 5

2" radius area of effect. If shot into a building, use 4" radius area. instantly destroys any target rating 4 or under.



LIGHT CANNON

Max Range: 80" Rating: 5

Instantly destroys any hit target of rating 3 or under.



Max Range: 80"
Rating: 6

ANTI-TANK ROCKET

Instantly destroys any hit target rating 4 or under. Uses 4" blast radius (outermost ring of template) and any infantry within this radius must make ability roll or be killed outright.



MORTAR OR OTHER FIELD ARTILLERY

Max Range: 80"
Rating: 6

3" radius area of effect, instantly destroys targets rating 4 or under. Fragments fly out to 4" band, Roll 1-2 on d10 for each infantry model within that band to hit.

TANK MAIN GUN

Max Range: 80" Rating: 6

Instantly destroys any hit target of rating 5 or under. Fragmentation effect: Use 4" template. Any infantry rating 3 or less are hit on roll of 1-2 on d10.



SATCHEL CHARGE

Max Range: 1" Rating: 7

GM determines blast radius of charge prior to game. Instantly destroys any target rating three or less. If thrown into a room or building less than 100 square inches, everything in that room is effected. Roll ability or take damage. Can be placed one turn and detonated any time thereafter.



HEAVY ENERGY WEAPON

Max Range: 80" Rating: 7

2" radius area of effect, instantly destroys any target rating 5 or under.

MISSILE (TOW, ETC)

Max Range: 80"
Rating: 7

Instantly destroys any hit target, period.
4" radius are of effect (outermost ring on template).



CLAYMORE

See Template
Rating: 3

Place claymores before the game begins. Then detonate whenever you wish. Place Claymore template onto board, and anything within template is hit.

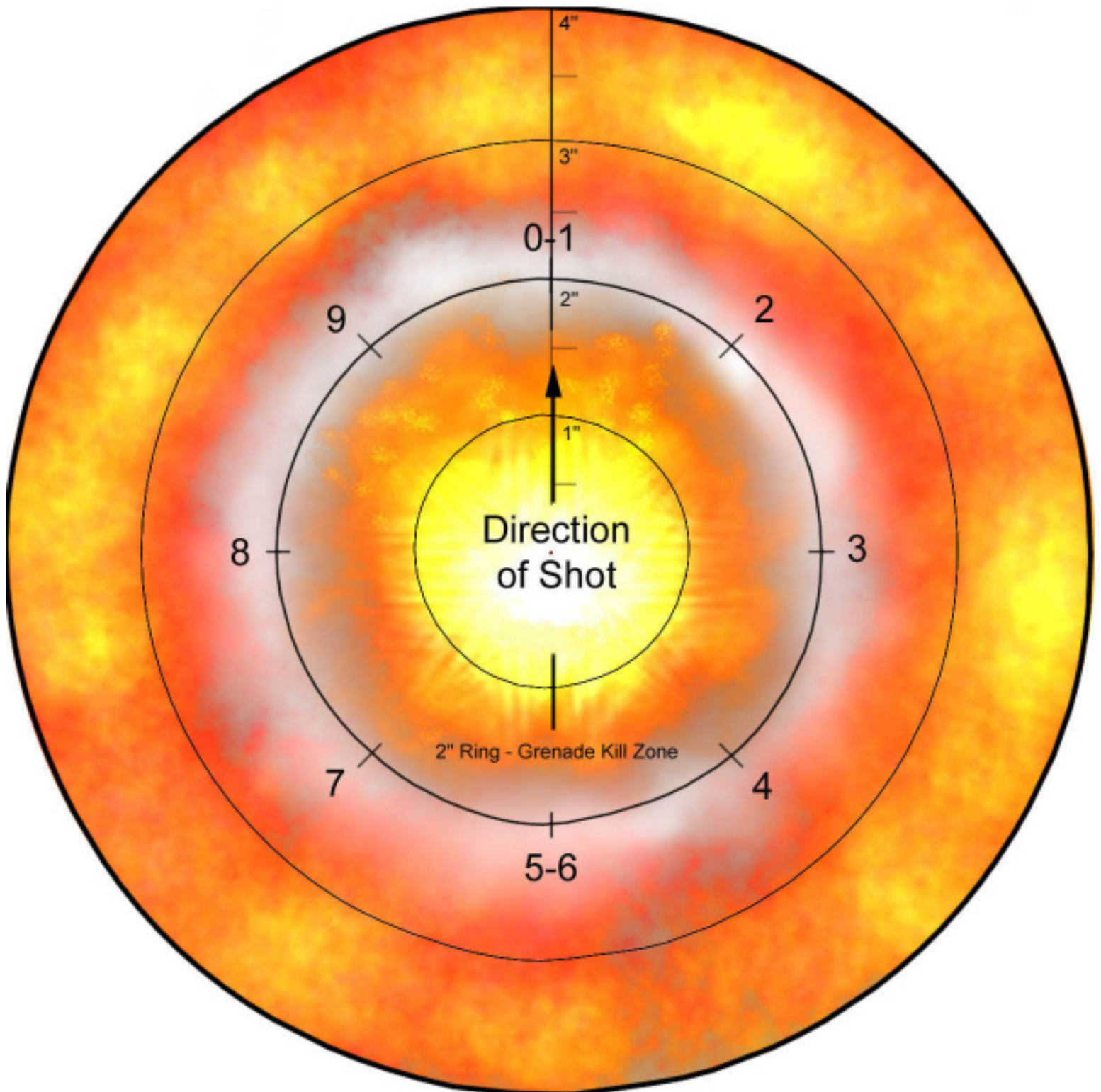


RATING RECAP CHART - WEAPON VS. VEHICLE

| | | |
|--------------------------------------------------------|---|--------------------------------------|
| Crossbow Pistol Rifle | 1 | Infantry Motorbikes |
| Shotgun Molotov SMG Assault Rifle Light MG | 2 | Car |
| Claymore Heavy MG | 3 | Armored Car Semi/ 2 1/2 ton truck |
| Energy Weapon Chain Gun Grenades | 4 | Tractor-trailer Bus APC |
| Flamethrower Lt. Cannon | 5 | |
| Anti-Tank Rocket Mortar Tank Main Gun | 6 | Tank |
| Satchel Charge Hvy. Energy Weap. Missile | 7 | Anything |

TEMPLATES

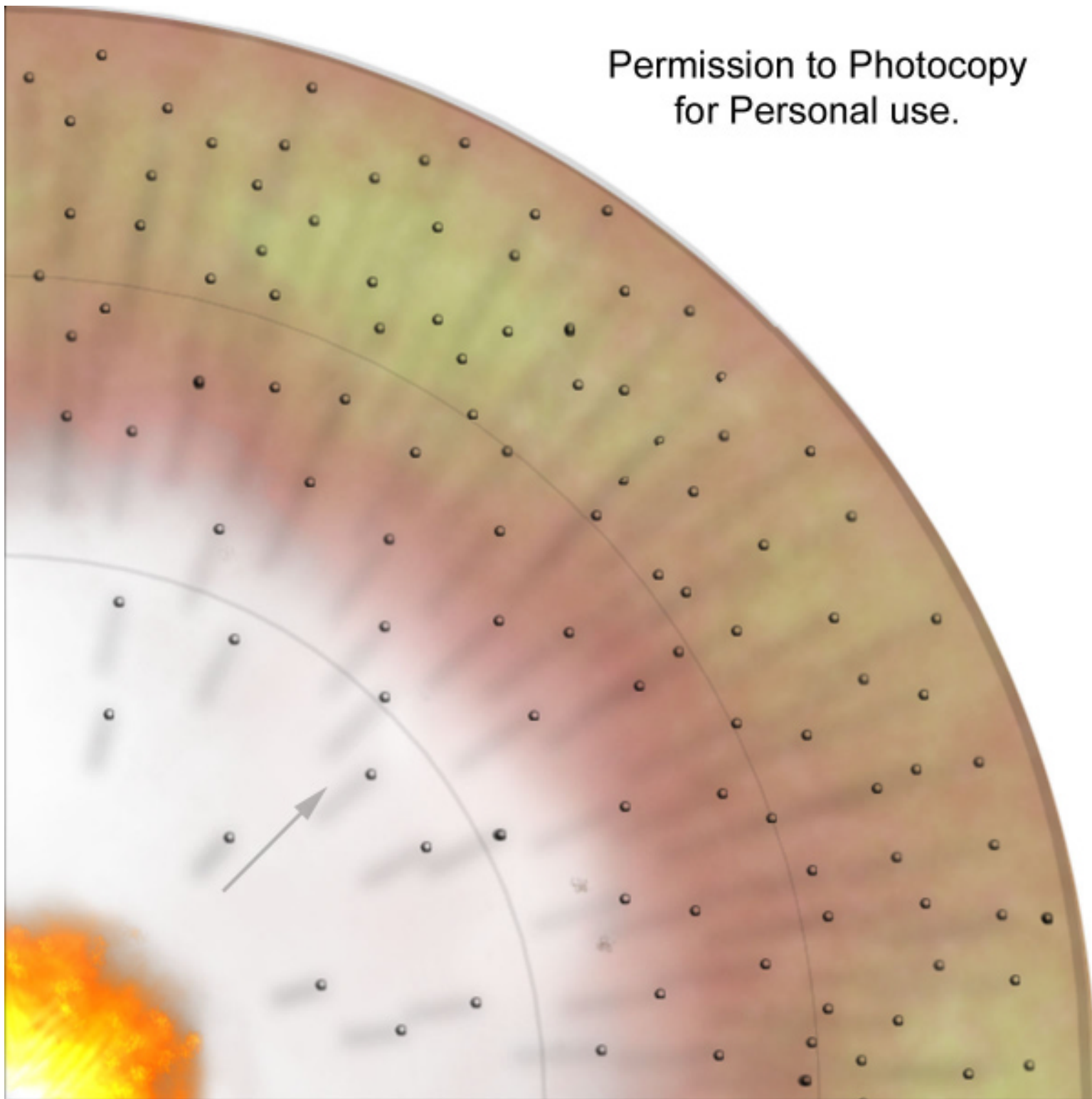
Area of effect template
Print on 8.5 x 11 paper or
transparency for game use



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Claymore Mine Template
Print on 8.5 x 11 paper or
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GAME MASTER AID 1

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Fire Chart / To Hit

| RANGE | Stationary to Stationary | Stationary to Moving | Moving to Stationary | Moving to Moving |
|----------------|-------------------------------------|---------------------------------|---------------------------------|-----------------------------|
| 0 - 10 | 9 | 8 | 5 | 3 |
| 11 - 20 | 8 | 7 | 4 | 3 |
| 21 - 30 | 7 | 6 | 3 | 2 |
| 31 - 40 | 6 | 5 | 2 | 1 |
| 41 - 50 | 5 | 4 | 1 | * |
| 51 - 60 | 4 | 2 | * | * |
| 61 - 70 | 3 | 1 | * | * |
| 71 - 80 | 2 | * | N | N |
| 81 - 90 | 1 | * | N | N |

*** = possible with modifier**

N = No

To Hit Modifiers: (all effects are cumulative if more than one apply)

Target behind cover: +1 to rolled #

Target is prone: +1 to rolled #

Target in a building or room: +2 to rolled #

Target Concealed: +1 to rolled # (gm discretion)

Invisibility Field: +3 to rolled # (ala Predator style) Large Target: -1 to die roll

Vehicle-Mounted weapon: -1 to die roll

Blind fire: must roll an unmodified "1" on d10

Indirect Fire Deviation / Distance

| Distance to Target | Deviation from Target |
|---------------------------|------------------------------|
| 0-10" | 1/2"Xd6 |
| 11-60" | 1"Xd6 |
| 61"+ | 2"Xd6 |

GAME MASTER AID 2

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Troop Stat Chart

| Type | Max Move | Ability | To hit fire bonus | Special |
|-------------|----------|---------|-------------------|--------------------|
| Rabble | 10 | 3 | 0 | |
| Trained | 10 | 5 | 0 | |
| Elite | 10 | 7 | -1 | 2 attacks 2 wounds |
| HERO | 10 | 8 | -2 | 3 attacks 3 wounds |
| Lg. Monster | varies | 5 | 0 | GM discretion |

Melee Table

TARGET

| | Rabble | Human | Elite | HERO | Lg. Monster |
|------------|--------|-------|-------|------|-------------|
| Rabble | 4 | 3 | 1 | 1 | N |
| Human | 6 | 4 | 2 | 1 | 1 |
| Elite | 8 | 7 | 5 | 3 | 2 |
| HERO | 9 | 8 | 7 | 5 | 4 |
| Lg. Mnstr. | N | 9 | 8 | 7 | 5 |

Psionic Attack Table

| Attack Rating | To Affect |
|---------------|-----------|
| 1 | 6 or less |
| 2 | 5 or less |
| 3 | 4 or less |
| 4 | 3 or less |
| 5 | 2 or less |
| 6 | 1 |
| 7 | 1 |
| 8 | 1 |

Rating Recap Table

| | | |
|--------------------------------------------------------|---|--------------------------------------|
| Crossbow Pistol Rifle | 1 | Infantry Motorbikes |
| Shotgun Molotov SMG Assault Rifle Light MG | 2 | Car |
| Claymore Heavy MG | 3 | Armored Car Semi/ 2 1/2 ton truck |
| Energy Weapon Chain Gun Grenades | 4 | Tractor-trailer Bus APC |
| Flamethrower Lt. Cannon | 5 | |
| Anti-Tank Rocket Mortar Tank Main Gun | 6 | Tank |
| Satchel Charge Hvy. Energy Weap. Missile | 7 | Anything |