

Roll for initiative

Every player rolls a 10-sided dice (). The player with the highest score goes first, then the next-highest, and so on. If there's a tie, the youngest player wins. This roll is made every turn, so a player might get to go twice in a row.

On each turn

On a player's turn, they handle all of the units they control (troops, vehicles, etc).

Each unit gets one  **Move** and one  **Action**.

Troops can give up their  **Action** to  **Move** twice. Vehicles can't. Units can also save their  **Action** to use as a  **Reaction** during another player's turn.

Moving

Each unit can move up to its maximum  **Move** rating, in inches, in any direction.

Moving uphill or through mud, deep snow, etc. or climbing/ swimming costs twice as many inches.

Tracked vehicles are immune to movement penalties for mud, snow, etc.

Actions and attacks

Every unit has a  **Skill** rating, which is a dice with  ,  ,  , or  sides.

To attack, follow these three steps:

1. Check whether the target is in  **Range** and not behind cover or total concealment. This is measured with a straight line from attacker to target. You can't hit what you can't see.
2. Roll the unit's  **Skill**. Compare it to the weapon the attacker is using. If the result of the roll is equal to or greater than the weapon's  **Difficulty** rating, the attack hits. Every additional member of a crew who gives up their own  **Action** adds +1 to the gunner's roll.
3. If the attack hits, make the weapon's  **Damage** roll. If this is equal to or greater than the target's  **Defense**

rating, the target is destroyed. Some units may have dice for the defense rating that need to be rolled.

Some actions require  **Focus**, meaning the unit does nothing else but that and remains stationary.

Explosive weapons

For explosives, the attacker makes one  **Skill** roll to hit where they want to, and one  **Damage** per target caught in the  **Radius**.

Damaging vehicles

If a target's  **Defense** has dice, it can only be damaged by weapons with the same or a greater number of sides. A weapon with  **Damage**  , for example, can't scratch a vehicle with  **Defense**  .

Automatic weapons

Some weapons have a number rating for their  **Fan** of fire. They can make that many attacks against targets within a 45-degree cone of each other, with separate  **Skill** and  **Damage** rolls for each, and can repeat attacks on a target.

Advantage and disadvantage

Some special abilities and condition can help or hurt units. A unit with  **Advantage** rolls twice whenever it uses its  **Skill** and takes the better result. A unit with  **Disadvantage** rolls twice and takes the worse result.

You either have an advantage, a disadvantage, or nothing. These don't stack, and any number of advantages and disadvantages cancel each other out completely - one advantage and twenty disadvantages cancel each other out.

Ways to get an Advantage

- The target hasn't moved on its last turn
- The target is unaware of the attacker
- The attacker is designated the  **Main Effort** by a commander

Ways to get a Disadvantage

- The attacker is not trained on the weapon it's using

- The target is partially concealed or in darkness
- The target is **Suppressed**. (See the full rules.)

Command

A commander unit can use its action to, choose any of its subordinate units to designate as the **Main Effort**. This gives that unit an **Advantage** to any of its **Skill** rolls for the rest of the turn.

If a commander isn’t within his own **Move** rating in inches to the unit, he’ll need to **Signal** the other unit to do this.

A commander unit can also use its action to **Signal** and give an **Advantage** to its player for initiative on the next turn.

Medical care

A unit trained in medical care can use its **Action** to revive other units that it’s touching, with the results in the table below.

Roll	Result
1, 2, or 3	The target is dead and removed from play entirely
4 or 5	No effect
6, 7, or 8	The target is back in play, but has a permanent Disadvantage and its Move is cut in half
9 or 10	The target is fully back in play

Signal

Units with radios can **Signal** other units. This can be done to allow a commander to designate a **Main Effort** or to allow a unit that can see a target to communicate the target’s position to another unit to attack. Put a Signal token next to the unit.

To pass target information, the observer needs to have line of sight to the target, as if it were making an attack, and then use its **Action** to **Signal**. This doesn’t require a skill roll.

Any friendly unit with a radio can now attack the unit as if it could see it directly, as long as its weapons allow for indirect fire and the target is in **Range**.

Units can communicate without having to **Signal** or use an action up to a distance equal to their own **Move**.

Unmanned units

Units can control unmanned systems as if the unmanned system had a mind of its own, but must give up their **Action** to do so (called **Focusing**).

Electronic warfare

A unit with EW capabilities can **Focus**, allowing it to see any enemy unit **Signaling**. As part of this, the unit can **Signal** itself to share the observed enemy units with any friendly unith that has a radio.

Basic combatant stats

Type			
Average combatant	8		4
Poorly-trained combatant	8		3
Non-combatant	5		2
Specialist combatant	8	*	4
<i>For tasks related to their specialty, a specialist can use .</i>			

Common equipment

- **NVGs:** Ignore **Disadvantage** from darkness
- **Body armor:** Add +1 to **Defense**

Common weapons

Type					
Rifle	36	3			
Light machine gun	36	4		2	
Medium machine gun	48	5		4	
Bayonet	1	2			
Grenade	12	2			3
Autocannon	64	6		4	
60 mm mortar	72	5		2	12
Anti-tank rocket	36	5		5	