



The Book and The Gun

1992 Bosnia 1995

2002 Afghanistan 2005

2003 Iraq 2005

Being
a set of rules
for the conduct of low intensity war
in the 21st Century



First Edition

THE BOOK AND THE GUN

Counter Terrorist Warfare in the 21st Century

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I. INTRODUCTION

1.1 This set of rules is an abstraction based on the "THE SWORD AND THE FLAME" war game dealing with the post modern "Three Block War". These rules are not meant to be a complete set encompassing all aspects of modern warfare.

1.2 This rules set has been developed primarily to focus on an infantry existence in modern day war. So, I have tried to keep the level of complexity within the scope of the original rules set. That being said, the abstraction allows that a bolt action rifle is a bolt action rifle, that one is a Lee Enfield and the other Mauser is meaningless, even the difference in the size of magazines is meaningless at this level of conflict simulation.

1.3 The rules used for fighting a battle with miniature figures on tabletop terrain revolve around five basic functions, each of which has many ramifications. A general description follows, and this will offer an overview of what actions a tabletop game covers.

1.4 The Book and The Gun is a realistic small unit action war game that is easy to learn and relatively quick to play, while containing the depth needed to meet the players' desire for a realistic tactical tabletop miniatures game. Vehicles and aircraft rules have been abstracted as support for the infantry fight and to that end players should not attempt to recreate large scale mechanized actions with these rules as you will be disappointed.

1.5 Players should look at how the rules can be modified to accommodate armies of these periods. There is no reason, with proper modification, why these rules cannot be used to portray small-scale infantry actions in Vietnam, Korea, and WW2. Indeed, these rules can portray small actions such as SWAT rescues and police actions.

1.6 So, it is present day, and anywhere in the world you want to take your fire team or squad and fight is up to you and your imagination. Collecting a large army is not necessary in order to play. All it takes is a minimum of 3 soldiers per side and a little bit of model terrain to enter the firefight of your life.

1. GAME SCALES

1.1 **TIME SCALE:** 1 full turn equals 2 minutes game scale. Each player turn is one minute in real time.

1.2 **TERRAIN:** The game is designed around a 1 inch equals 5 meters ground scale. The ranges are held in check to allow some level of maneuver in the game on the average game board. Players may feel they are not getting the hits they think they should have but remember the player is able to see everything. These rules are played from the soldier on the ground perspective and he may not see everything even those things in his line of sight. The rules concept introduces the variability of sight and soldiers attention spans. Players wanting to open up the ranges to actual should double the printed range.

1.3 **TROOPS:** Troop scale is basically 1 figure represents one man and one vehicle model represents one vehicle. All troops are individual based regardless of scale, vehicles may be based if this assists the owner in maintaining them, otherwise not based is fine. Artillery should not be based so that crew can attend the gun closely.

II. THE COMBATANTS

0.1 There are two main combatants in the postmodern period and the three-block war. The "Army" which, is intended to represent any modern trained military force interested in maintaining or re-establishing a social-political order. The "Insurgents" which, is intended to represent any irregular military force fighting for a cause that maybe nationalist, ideological or religious in nature.

0.2 The actual differences between national armies are controlled by assigning modifiers to the movement, combat and morale values.

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III. UNIT ORGANIZATION

0. The Basic unit forms the basis for movement, firing, and morale in the game. THE SWORD AND THE FLAME basic unit is reduced to 7 figures and will be considered a squad or cell. We use the 7 man squad to represent a squad because no unit goes into combat at full strength as there is always men who are sick or LOOB (left out of battle) for administrative reasons. That being said, most platoon commanders will make sure that their support weapons are reasonably manned as they are the base of fire for the platoon and we represent these accurately.

1. ARMY

1.1 In THE BOOK AND THE GUN, the squad is the basic unit for the army. The various unit types are organized as described below. The basic unit for all organized armies in this game is the squad of 1 leader and 6 figures. Most nations do not break the squad down into other units, however, for the United States, the squad is broken into 2 fire teams of 3 figures.

1.2 Squads are armed with a variety of rifles, sub-machineguns, light machineguns, grenade launchers and rocket launchers. 3 squads plus a weapons squad and a platoon headquarters is considered a platoon with 3 platoons a company. All armor is organized in platoons of 3 to 5 vehicles. All artillery is considered off board and only single guns of one gun and 4 crew are found on the game board.

1.3 What follows are the squad, platoon and company organizations for US, UK, Canada, Israel, Former Soviet nations and Arab countries.

1.4 USA: American infantry squads are organized into two fire teams of 3 figures with a team leader armed with an M203, a rifleman armed with an M16 Assault rifle and a LMG gunner armed with an M249 SAW. AT4 LAWs and grenades are carried as rounds of ammunition. There are four types of infantry platoons; infantry, light infantry, rangers, and marines. Delta Force and Special Forces are organized into detachments of 2 teams of 4 figures (armed with 1 Sniper, 1 M203, 2 M4 carbines, although MP5 sub-machineguns can be issued for urban ops). American armor is organized into platoons of 4 vehicles.

1.41 Light infantry platoons have a platoon headquarters of 1 officer, 1 NCO, 1 RTO and 2 teams of 1 M240 and 2 crewmen. Marine, Mechanized, Airborne and Infantry platoons have a platoon headquarters of 1 officer, 1 NCO, 1 RTO, 2 teams of LATGM (JAVELIN) with 2 crewmen and 2 teams with 1 M240 and 2 crewmen. Ranger Infantry platoons has a platoon headquarters of 1 officer, 1 NCO, 1 RTO, 3 teams with 1 M240 and 2 crewmen. All companies have a headquarters of 1 officer, 1 NCO, 1 RTO and a mortar platoon of 3 60mm mortars with 3 crewmen each.

1.5 UK: UK squads (called sections) are organized into 7 men with 1 section leader (SA80), 2 LSW and 4 riflemen (SA80). M72 LAWs and grenades are carried as rounds of ammunition. UK Infantry platoon has a platoon headquarters of 1 officer, 1 NCO, 1 RTO, one 2 figure team with 1 M240, one 2 figure team with 1 51mm mortar. All companies have a headquarters of 1 officer, 1 NCO, 1 RTO and AT Section of 3 teams of LATGM (MILAN 2). British Armor is organized into troops of 4 vehicles.

1.6 CANADA: Canadian squads (called sections) are organized into 7 men with 1 section leader (M16), 1 M203, 2 M249 and 3 riflemen (M16). M72 LAWs and grenades are carried as rounds of ammunition. Canadian Infantry platoon has a platoon headquarters of 1 officer, 1 NCO, 1 RTO, 1 weapons section with a section leader (M16) and two 2 figure teams with 1 M240, one 2 figure team 84mm MAW or LATGM, one 2 figure team with 1 60mm mortar. All companies have a headquarters of 1 officer, 1 NCO, 1 RTO. Canadian Armor is organized into troops of 4 vehicles.

1.7 ISRAEL: Israeli infantry squads consist of 1 leader (Galil), 1 MMG(M240 on Bipod), 1 RPG7 gunner (Galil), 1 M203, and 3 riflemen (Galil). AT4 LAWs and grenades are carried as rounds of ammunition. Israeli Infantry platoon has a platoon headquarters of 1 officer, 1 NCO, 1 RTO, one 2 figure team with 1 LATGM (JAVELIN), one 2 figure team with 1 52mm mortar. Israeli Armor is organized into platoons of 3 vehicles.

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1.8 FORMER SOVIET: Former Soviet infantry squads consist of 1 leader (AK), 1 LMG team of two men, 1 RPG16 gunner (AK), and 3 riflemen (AK). Former Soviet infantry platoons have 1 officer and 1 2 man MMG team. Former Soviet armor is organized into platoons of 3 vehicles.

1.9 ARAB: Arab infantry squads consist of 1 leader, 1 LMG team of two men, 1 RPG7 gunner (AK), and 3 riflemen. Arab infantry platoons have 1 officer and 1 2 man MMG team. Arab armor is organized into platoons of 3 vehicles.

2. INSURGENTS AND NON-COMBATANTS

2.1 In THE BOOK AND THE GUN, the Cell is the basic unit for the insurgents. A cell consists of 14 figures under a single leader. Any number of cells plus a leader can make up an insurgent group and any number of groups plus a leader can make up a liberation front. Most cells will have a LMG and RPG as well as grenades, while HMGs and recoilless rifles will be found at the group level at the rate of one each per four cells in the group. There should be one LSAM per 4 HMGs in a group with a minimum of 1 per group.

2.2 While civilians are not necessarily the enemy, they do pose a third dynamic on the modern battlefield. Civilians have no organization and always appear as a mob organized in mass with a sprinkling of old rifles amongst them in certain situations.

2.3 Certain nations may not attack civilians except in self-defense but this prohibition is rarely applied to the insurgents. In scenarios where the civilians are friendly to the insurgents, they are controlled by that player. In scenarios where civilians are friendly to the army, they are controlled by a third player or umpire. Civilians will always attempt to run away from weapons firing if they are not pro-insurgent.

2.4 RULES OF ENGAGEMENT: Anytime civilians are present on a battlefield in low intensity conflicts there is the need to spell out the rules of engagement. Rules of engagement are the standard operating procedures under which a soldier may use his weapon in the present of or against civilians. These rules require certain actions take place before troops may fire.

- a. **ROE1 Weapons Hold:** Weapons hold means that a soldier may not fire unless fired upon and then only at the firer and only if the firer is spotted. The target soldier must have a clear shot without any non-combatants in the way of the line of fire. A soldier ignoring this rule of engagement will be removed from the battlefield immediately.
- b. **ROE2 Weapons Tight:** Weapons tight means that authority to fire is vested in the leader on the spot. He must decide when and where to use his weapons. The leader must take every precaution to avoid non-combatant injury and will be relieved immediately if he does not. A leader ignoring this rule of engagement will be removed from the battlefield immediately.
- c. **ROE3 Weapons Ready:** Weapons ready means that soldiers may use their weapons to defend themselves as they think best. They must avoid speculative fire and shoot at clear targets but some non-combatant injury is expected and accepted. This is the situation in most 3 Block War scenarios.
- d. **ROE4 Weapons Free:** Weapons free means that this is a war situation and non-combatants had best clear the zone of battle. Soldiers are free to use their weapons as necessary but purposely targeting civilians will get a soldier removed from the battlefield.

IV. LEADERSHIP

1. **UNIT LEADER:** Each unit has at least one "unit leader" that remains with the unit at all times unless he becomes a casualty. A leader in a targeted unit is killed anytime an "Ace" is drawn. Other cards have no effect unless the leader figure is specifically targeted.

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2. **UNIT:** A single unit is defined as any grouping of figures under a single leader taking the same action. Units are organized as indicated above. A unit may, therefore, be a squad, platoon, company, battalion or regiment, so long as the whole unit is within the leadership radius of the leader. A card is drawn for every figure in the fire phase and for every unit in movement phase and for every leaderless unit unless the leader has the unit within his command range and is controlling fire.
3. **HIGHER LEADERS:** Higher leaders are the Colonels and Generals that command some part of the army, and are not part of any particular unit. When casualty cards are pulled, if an "ace" is pulled from the deck then an officer or unit leader is hit instead of 1 other figure.
4. **LEADERLESS:** A leader must be within 6 inches of all the unit's figures at the start of the move, or the leaderless figures lose the highest dice of the movement dice roll to move as separated figures.
5. **COMMANDER-IN-CHIEF:** In any game where a side has at least three Basic units involved, one of the leader figures on that side must be designated as that Commander-in-Chief for that side. This should be done secretly, and the nominated figure noted on a piece of folded paper that is revealed only if the figure is killed or captured or at the end of the game.

V. FORMATIONS

0. Modern units used various formations such as arrowhead, ack-ack column and line but these are best represented in this game as a way of positioning figures on the table rather than inviolate ways to deploy troops as in THE SWORD AND THE FLAME. Suffice to say that only what is recorded below has an effect on the rules.

1. **CLOSE ORDER:** Figures touching bases, 2 or more figures wide. Base to base, 1 or more ranks as deep as desired, only 2 ranks may fight in close combat. The figures are less than 1 inch apart measured base to base. Close order makes an excellent target.
2. **OPEN ORDER:** There must have some distance between figures in open order. In fact, up to 2 inches between bases is necessary. The formation can be as deep as desired, but only 2 ranks may shoot or fight in close combat. All sides use open order to fire, open order is less of a good target.
3. **LINE:** Line formation is the typical formation for assaults and area searches. Figures are drawn up into a single rank and move as such. The arrow indicates facing and line of travel. This formation may be open or close order.



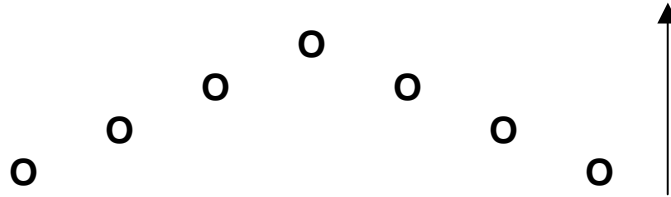
4. **SQUAD ACK-ACK:** In squad ack-ack formation, the fire teams move as groups with one team leading and the other a distance between and to the side of the first. This is the standard formation for tactical movement on a road. The squad leader may be with either group. The arrow indicates facing and line of travel. This formation may be open or close order.



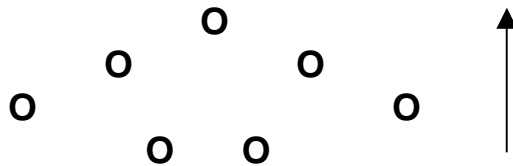
5. **PLATOON ACK-ACK:** In platoon ack-ack formation, the squads move as groups with one squad leading and the others a distance between and to the side of the first. This is the standard formation for tactical movement on a road. The arrow indicates facing and line of travel. This formation may be open or close order.



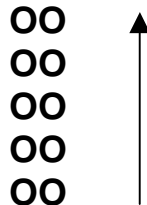
6. **ARROWHEAD:** Arrowhead formation is an excellent method to move across open country without exposing all the figures to fire from enemy. Figures travel in an arrowhead that reduces the number of figure forward in case of ambush and allows all figures to fire to the flanks. The arrow indicates facing and line of travel. This formation may be open or close order



7. **BOX:** Box formation is similar to arrowhead except that the support fire group is kept in the center of the arrowhead at the rear to quickly provide fire support to the front or sides of the formation as necessary. The arrow indicates facing and line of travel.

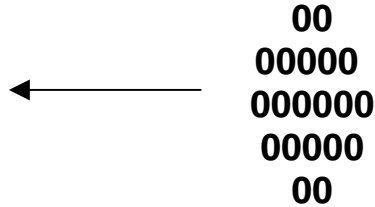


8. **COLUMN:** A column maybe 1-4 figures wide by an infinite number long but is always longer than it is wide. This non-tactical formation is most commonly used on roads and trails and may be open or close order. When used on roads it may not be wider than the road. The arrow indicates facing and line of travel.



9. **MASS:** Mass is an oval and a close order formation. An oval is 3+ ranks deep, with the middle ranks having more figures than the front and rear ranks. Insurgents and civilian crowds must always be in an oval when rioting or charging, whether in close or open order. The arrow indicates facing and line of travel.

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10. UNFORMED: Unformed is used when no other formation applies, such as when inside buildings, manning a fort, routing, etc. Unformed can be close or open order.

11. DEFENSIVE CIRCLES/SQUARES: If attacked in the open by large numbers of insurgents or civilians, units usually adopted an all around defensive "circle" formation. In game terms, this formation will substitute for the square. A "defensive circle" may move but should act as a stationary formation assumed for close combat purpose (not movement). It may be formed in either close or open order.

12. CHANGING FORMATION: You may change formation during your movement as long as your figures do not move more than your die roll allows. Note you will use the slower formations die roll when moving and changing formation during a turn. Units change formation by moving the figures into their new formation. The unit moves at the rate for its formation at the start of the move.

13. NOTES ON FORMATIONS: Players must try to keep their figures in legal formations for their nationality and figure type. Under game conditions this is not always easy, and formations can become very irregular and fragmented. A Mass Formation may start to look like a Close Formation, or a shot-up Close Formation may start to look very much like an Open Order Formation. Keep in mind what the formations were originally, and remember that in real life the men would be trying to regroup into familiar formations if they were fragmented by terrain or losses.

VI. SPOTTING AND CONCEALMENT

1. SPOTTING: The 20th century battlefield has been called "The Invisible Battlefield". Nothing can be seen, because to be visible is to court death. It is hard to reproduce this effect in a tabletop war game and it might not be fun if we could. Nevertheless, here are a few rules addressing this issue.

- a. Any unit that is on the table-top and has fired at your units on the previous turn, or which you engaged in close combat on the previous turn is "Spotted" unless, because of morale, it or your units fell back to some position in which no line of sight can be drawn to the unit; and
- b. Any unit that is on the table-top but that did not move or fire, in your arc of visibility, on the previous turn, and which you have not engaged in close combat on the previous turn, cannot be fired at, unless your firing unit is within 6 inches, or unless it is "spotted" on the table below.

SPOTTING CHART – DISMOUNTED PERSONNEL		Roll D20
TYPE ATTEMPTING TO SPOT	WITH LEADER	WITHOUT LEADER
ARMY – 4 INCHES OR LESS	Automatic	
ARMY – 6 INCHES OR LESS	14	12
ARMY – 12 INCHES OR LESS	12	10
INSURGENTS – 4 INCHES OR LESS	Automatic	
INSURGENTS – 6 INCHES OR LESS	12	10
INSURGENTS – 12 INCHES OR LESS	10	8
CIVILIANS – 4 INCHES OR LESS	Automatic	
CIVILIANS – 8 INCHES OR LESS	10	8
CIVILIANS – 12 INCHES OR LESS	8	6
ANY UNIT ATTEMPTING TO SPOT FROM INSIDE VEHICLE AT ONE HALF		

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1.1 Units may start the game concealed, but must be placed on the tabletop when they fire, or when enemy units move to close range. They may move concealed but may not leave woods or reverse slopes where they would be concealed, on pain of becoming visible. A non-playing umpire will be necessary to fully utilize such concealed movement. If such umpire is available, his word is law on unit visibility, not being limited by any rule here.

1.2 Player rolls 1D20 with a roll equal to or less than the listed number to spot enemy unit. An enemy unit spotted by one unit is spotted by all units that could physically trace a line of sight to the unit. A unit spotted by one unit is spotted by all units that could physically trace a line of sight to the unit.

2.1 LINE OF SIGHT CHECK: Line of sight checks are made whenever a player attempts to spot or fire at a unit during his turn. A sighting check is performed by the player using an inexpensive laser pointer, placed just above or next to the firing figure, to assist in determining line of sight. If the player can see an enemy figure along this line of sight, and can see more than half of the figure, he may target that figure (half of the figure is defined as seeing either half of the base or half of the figure). Sighting checks made on vehicles are performed similarly, in that the player does all of the above except if he sees a quarter of the vehicle he may target it.

2.2 If less than half of the enemy figure is visible, you can still see it if that figure has fired a weapon that is in your line of sight. Darkness reduces line of sight by half. If a figure is equipped with night vision goggles, his line of sight capabilities are restored to normal as per the rule on night vision devices. He may also have a laser-aiming device attached to his weapon, which offsets any aiming penalty.

2.3 Smoke also limits sighting checks. If a player tries to target a figure that is in or on the opposite side of smoke he cannot see the target. Thermal imaging sights and scopes restore the capability to see personnel and vehicles through smoke. See the section on smoke below for more explanation.

3.1 CONCEALMENT: All forces may utilize concealment. Concealment is available only to the side that is setting up on the game board (the defender). If neither side is setting up on the game board or both sides enter the game board at turn one then concealment is not available. Concealed troops that fire are considered spotted next turn.

3.2 To be concealed, a concealment marker must be set in brush, woods, depressions, boulders, streambeds, and far side of hills or in buildings/forts. Concealment markers are made by players and can be any or all of two types; rocks with numbers painted on their bottoms, and/or paper (or card) slips with numbers on their bottom side. A player may use one dummy counter for every two counters representing actual troops.

3.3 A player places his markers on the game board in the prescribed terrain types. The number of the marker is recorded with the number of troops it represents on a separate sheet of paper. Once all markers are recorded and laid out, the paper is placed upside down where the opposing player can see it but he may not inspect its contents. This paper may not be written on again during the game.

VII. TURN SEQUENCE

1. The turn sequence is the core of the game; it translates events into manageable system. Playing cards are used to bring a bit of randomness to the game. At the start of each game turn, shuffle a 52-card deck of playing cards, plus two joker cards, one marked red one marked black and place the deck face down. Players can use a simple deck of playing cards or buy one of the custom decks for the game.

2. When using a playing card deck, Red is for Insurgents initiative and black is for Army initiative. Anytime a black card is drawn the Army player may move or fire a single unit (depending on the phase of the turn sequence). Anytime a Red card is drawn the Insurgent player may move or fire a single unit (depending on the phase of the turn sequence).

3. The turn sequence is as follows:

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- a. **MOVEMENT PHASE:** Pull a card from the deck. If red then one unit of the "Red" side may move. If black, then one unit from the "Black" side may move. Continue until every unit has had a chance to move. Attempt to rally all shaken units that became shaken in a previous turn.
 - b. **FIRE PHASE:** Pull a card from the deck. If red then one unit of the "Red" side may fire. If black, then one unit from the "Black" side may fire. Continue until every unit capable of firing has had a chance to fire. Place 1 reload marker on each unit that fired, and the appropriate number of reload markers for the type of weapon that the unit has in the case of multi-turn reloads.
 - c. **CLOSE COMBAT PHASE:** Fight all close combats testing morale for losing units. If this test is passed, the losing units fall back a normal move and become "shaken". If this test is failed, the losing units rout.
 - d. **MORALE PHASE:** Attempt to rally all routed units that routed in a previous turn. Routed units that fail to rally are removed from the field. Remove 1 reload marker from each unit that fired in the last turn. Check morale of units requiring a morale check.
3. Begin the sequence again. In addition to playing cards, you will require up to 9D20, 1D10 and up to 7D6 dice to play.

VIII. MOVEMENT

0. Like most games, the playing pieces (the miniature figures) can be moved during the game. Figures can be moved with certain restrictions and limitations. Movement on the tabletop will be measured in inches, and this increment will be referred to as a Move Distance. These prescribed Move Distances are dictated by the terrain, the formation of the figures, the type of figures, and by chance.

0.1 The Movement Phase is the first phase of the turn. The figures of an individual basic unit may only move once during a Movement Phase. A player may move his basic units in any desired order, as cards of that side's color are turned up. A player must move, or indicate for a specific unit that it will not move, every time a card of his color shows, until all basic units have moved or have had a chance to move.

0.2 If necessary, the card deck can be reshuffled if all cards have been turned up and there are still basic units that can move. When a unit enters the table place them on the edge and they cannot move on the turn of entry. All movement measurements are taken from the figure's front base to the location or front axle to location. All movement is completed by basic unit or separated figure.

1. MOVEMENT PROCEDURE

1.1 RANDOM ORDER OF MOVEMENT: The basic units are moved in random order determined by how the playing cards are turned up. The cards are turned up one at a time. As each card is turned up, the corresponding player may make one normal move with one of his basic units.

1.11 If a black card shows, any as yet unmoved Army units may make a normal move. The Army player should announce which basic unit is to be moved then roll the dice to determine the units maximum allowable movement.

1.12 If a red card shows, any as yet unmoved Insurgent units may make a normal move. The Insurgent player should announce which basic unit is to be moved, then roll the dice to determine the units maximum allowable movement.

1.13 Repeat this process card-by-card and unit by unit until all basic units in the game have made or had the chance to make a normal move.

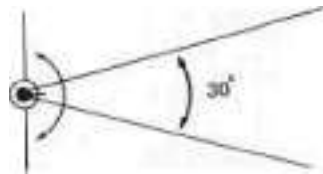
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1.14 If a Joker card comes up then the player that it belongs to must identify what unit it will pertain to. Then consult the Joker Movement chart.

JOKER MOVEMENT CHART		ROLL 1D6
DIE ROLLED	ACTION	
1	Add one Die to the units Movement this turn	
2	Unit dose not move this turn	
3	Fall back this turn, roll 2D6	
4	Subtract 1D6 from unit movement this turn	
5	Wounded troops in this unit are healed this turn	
6	Declare and conduct a charge, at the nearest enemy unit this turn	

1.15 Leaders that are not part of a basic unit may move with a basic unit that they are accompanying (within 6 inches of a figure in that unit), or may move independently after all basic units on both sides have moved.

1.2 FACING: All figures on the tabletop are looking in specific directions, based on the direction each figure faces. To their fronts, figures have a 180 degree zone of observation and a 30 degree cone of fire based on the direction they face. A figure's facing may only be changed while its Basic unit is moving. Figures must be moved in the direction they face, except that a figure may back step at one-third speed. It costs 1 inch to turn a figure per 90 degrees or less unless evading or running to the rear. Columns must all move straight forward, wheeling in order to turn. Otherwise, they count as unformed that turn.



1.21 Anti aircraft guns do not have to adhere to facing as they are mounted on a turntable and can turn very quickly. Therefore, an anti aircraft gun is free to fire or face in any direction in a turn.

1.3 ATTITUDE: The figures are normally considered to be standing on their feet, and, in a game, will always be so considered unless otherwise noted. Figures can be standing, prone or mounted depending on they type and circumstance.

1.4 CHARGE: Although a charge is a rare event in modern warfare, it can still happen. A charge may only be attempted if you intend to under into close combat with the enemy. Therefore, in order to declare a charge you must be within the charge distance to the enemy unit you wish to charge. The most common use of a charge in modern warfare is dismounting from a vehicle or aircraft within the charge distance of an enemy position.

1.41 To count as charging in combat, the last 4 inches of the move must be in a straight line to contact. When charging use the charge column of the appropriate type of unit for charge movement.

1.42 If you charge or counter charge an enemy unit, you will stop your unit 2 inches from the enemy unit. In the close combat phase, the charge may or may not be finished (see close combat) below. Either way the enemy will have the opportunity to peg away at your charging troops in the fire phase.

1.43 All this information is encapsulated into the movement chart, use the following chart to determine movement in the game:

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MOVEMENT CHART						
TYPE	FORMATION	CROSS COUNTRY	ON ROAD	TO CHARGE	CHARGE ROAD	ROUGH TERRAIN*
ARMY	CLOSE ORDER	2/4	-	3/5	-	Minus High Die
	COLUMN	3/4	4/5	3/5	4/6	Minus High Die
	OPEN ORDER	3/4	-	4/5	-	Minus High Die
INSURGENTS	CLOSE ORDER	2/4	-	3/5	-	Minus Low Die
	COLUMN	3/4	4/5	3/5	4/6	Minus Low Die
	OPEN ORDER	3/4	-	4/5	-	Minus Low Die
CIVILIANS	CLOSE ORDER	2/4	-	3/5	-	No Penalty
	OPEN ORDER	3/4	-	4/5	-	No Penalty
ARTILLERY	PUSH & FIRE	2	2	-	-	Minus High Die
BICYCLES		2/3	3/4	-	-	Must dismount and Minus High Die
HORSE DRAWN VEHICLES		4	5	-	-	Prohibited
LIGHT WHEELED VEHICLES		5	6	6	7	Minus High Die
HEAVY WHEELED VEHICLES		4	5	5	6	Minus High Die
LIGHT TRACKED VEHICLES		4	5	5	6	Minus Low Die
HEAVY TRACKED VEHICLES		4	5	5	6	Minus Low Die
OVER SNOW VEHICLES		3				Minus Low Die
LIGHT BOATS		3				N/A
MOTOR PATROL BOATS		5				N/A
ALL AIRCRAFT		Unlimited				NO PENALTY

Numbers such as 4/5 are the number of D6 to be rolled for with dismounted infantry/mounted cavalry movement.

Prone figures move 1D6 regardless of terrain.

Non-Combatant civilians may not charge unless part of mob.

* Dense terrain is double the effect of rough.

2. SPECIAL RULES FOR VEHICLE MOVEMENT

2.1 VEHICLES: Vehicles are a new introduction to THE SWORD AND THE FLAME rules. There are four broad categories of vehicles; horse drawn vehicles which have been previously portrayed in THE SWORD AND THE FLAME; Motorized vehicles which are new to THE SWORD AND THE FLAME; Boat vehicles which are also new; and, Aircraft which are very new to THE SWORD AND THE FLAME.

2.2 MOVING VEHICLE: It is much harder to hit a moving vehicle as opposed to a non-moving vehicle. A vehicle (ground and helicopter) is considered in motion during the fire phase as a target if it used half or more of it's dices for movement allowance in the movement phase. All fixed wing aircraft are always considered in motion. Vehicle motion is important in determining target category and players should consider a marker device to indicate which vehicle moving and which vehicle is non-moving.

2.3 BACKING UP: Horse drawn vehicles may never back up. Wheeled vehicles may back up with 1D6. Tracked vehicles may back up with 2D6. Backing up must be performed in a straight line in the reverse of the vehicle facing. A vehicle may not turn while backing up.

2.4 ROAD RATE: The unit must be on the road in a column one vehicle figure wide for the whole turn. A set of contiguous units all moving at road rate may all activate on one card; they move at the rate of the slowest unit. To use road movement, the unit must start and end on a road feature.

2.5 BICYCLES: Various armies at times in history have used the bicycle for transport. The bicycle can be found all over the world and provides a quick ready means of local travel. This makes the bicycle a good method of delivering messages among insurgents quickly.

2.51 Indeed, today the Swiss use bicycle equipped infantry in their mountainous regions. The number of dice in the movement chart above is for dismounted infantry pushing their bicycle and mounted infantry on the bicycle. Cyclists must dismount in rough terrain and lose the highest die of their dismounted movement as well.

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2.6 HORSE DRAWN VEHICLES: All vehicles, whether ambulances, supply wagons or artillery limbers that have horses as a mode of power are considered horse drawn vehicles. Horse drawn vehicles are never armored. Horse drawn wagons and ambulances may carry 6 figures, whilst limbers may carry only the crew of the gun they are towing or 2 figures when not towing.

2.7 WHEELED VEHICLES: All vehicles that are motorized and have wheels as a the main contact with the ground are considered wheeled vehicles. Wheeled vehicles are jeeps, HumVees, trucks motorcycles, all terrain vehicles, armored cars and armored personnel carriers. Wheeled vehicles can be armored or non-armored. Wheeled vehicles can have off road capability or not, depending on their quality and type of manufacture.

2.71 Wheeled vehicles that have no off road capability lose the highest dice of their movement dice roll when moving off road. Light wheeled vehicles may carry up to 7 passengers, while heavy wheeled vehicles may carry up to 16 passengers and medium vehicles are in between at 12 passengers.

2.8 TRACKED VEHICLES: All vehicles that are motorized and have tracks or a combination of tracks and wheels as a the main contact with the ground are considered tracked vehicles. Tracked vehicles are tanks, self-propelled guns, infantry fighting vehicles and armored personnel carriers. Tracked vehicles are usually armored. Tracked vehicles always have off road capability. Light tracked vehicles with a passenger capability and may carry up to 7 passengers, while heavy tracked vehicles may not carry passengers on their interior. Heavy tracked vehicles are tanks and self-propelled guns.

2.9 TANK RIDERS: Tanks, self-propelled guns and armored cars may carry passengers on the outside of the vehicle, each can carry 7 passengers as riders. Tank riders suffer any attacks directed at the vehicle they are riding. They can be attacked as personnel targets separately from the vehicle they are riding as well. Any attack that is successful on any tank riders will cause all tank riders to jump off the vehicle at the point of attack.

2.10 BOATS: Boats may only move on water. Light boats portray inflatables and semi-rigid boats that use an outboard motor, whilst motor patrol boats portray boats with internal engines. Boats can mount or dismount by moving next to a wharf or shoreline but mounting or dismounting must be done first during the movement phase. Boats cannot mount and dismount in the same turn. In any turn that a boat mounts or dismounts it can only half the rolled for distance that turn. Boats may carry up to 9 figures each.

2.11 VEHICLE AMPHIBIOUS CAPABILITY: Some vehicles have an amphibious capability similar to a boat, such vehicles may move on the water using 1D6. Amphibious vehicles may not move on land and in water on the same turn. Amphibious vehicles may dismount or mount passengers on land only.

2.12 AIRCRAFT: As all aircraft fly and thus are not subject to ground combat weapons such as artillery and grenades, but aircraft can be attacked by direct fire weapons aimed at them, however. Aircraft do not pay any terrain costs. Aircraft have an unlimited movement allowance but in order to attack they must trace a path to the target of attack. Any direct fire weapons that are capable of attacking an aircraft and are in range of the aircraft attack path may attack the aircraft prior to it's attack on it's selected target.

2.13 HELICOPTER MOVEMENT OPTIONS: Helicopters move differently from fixed wing aircraft in that they can hover, land and move diagonally. Helicopters that hover to make their attacks and to scout, while hovering they are stationary but still in the air. Hovering helicopters are treated as a non-moving target. Helicopters can move to their side and continue to face in a direction 90 degrees to their direction of movement.

2.131 Helicopters must land in order to mount or dismount passengers. Landing must be done at the beginning of movement phase before any movement, therefore the helicopter must be hovering on the

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landing zone. Helicopters can land and dismount or mount and take off in one movement phase, they cannot mount and dismount in the same movement phase.

2.14 OVER SNOW VEHICLES: Some vehicles are designed to go over snow. A Ski Doo and BV206 are two examples of over snow vehicles. All over snow vehicles travel at 4D6 on snow. A Ski Doo may not travel in area where no snow is present. BV206 is considered a light tracked vehicle when not traveling on snow.

2.141 Snow will smooth out the rougher aspects of rough and dense terrain, so these vehicles lose their low dice and pay the double penalty on the low dice on each respective terrain.

3. SPECIAL RULES FOR ARTILLERY MOVEMENT

3.1 MANHANDLING GUNS: To move or change the covered arc of a deployed gun, the gun and crew spend the entire turn moving. Place the crewmen in single file in front of the gun, with the gun tube pointing to the rear. At least two figures (not necessarily crewmen) are required to move a gun. Figures manhandling guns move at the unlimbered rate. Only light artillery and recoilless rifles may be manhandled. No artillery that is set up with its wheels retracted from the ground or sits on a base plate may be manhandled, they must be limbered to move, although they may freely change their arc in a turn.

3.2 PUSH AND FIRE: Light artillery and heavy ground mounted recoilless rifles may move and shoot but must reload 2 full turns, no other artillery may move and shoot. When artillery move and shoot the crew must be in the position to serve the gun. Other weapons may move full and shoot but must reload 1 full turn. No artillery that is set up with its wheel retracted from the ground or sits on a base plate may be pushed.

3.3 LIMBER/UNLIMBER: Limber is the act of hooking the gun to the towing wagon, while unlimber is the act of unhooking the gun for the towing wagon and setting the gun into a fire position. It takes one full turn to limber or unlimber with a full crew. Add 1 turn per crewman under a full crew.

3.4 PRONE GUNNERS: Gun crewmen may go prone around a gun in action, but may not fire the gun while prone.

4. SPECIAL RULES FOR INFANTRY MOVEMENT

4.1 ROAD RATE: The unit must be on the road in a column up to two figures wide for the whole turn. A set of contiguous units all moving at road rate may all activate on one card; they move at the rate of the slowest unit. To use road movement, the unit must start and end on a road feature.

4.2 MOUNTING AND DISMOUNTING FROM VEHICLES: The following restrictions apply when dismounting or mounting units from vehicles. Units that mount or dismount from vehicles may use the charge movement rate or conduct a charge in the movement phase it performs such action provided it dismounts within the distance rolled to charge, units get 2D6 for charge movement. Mounting or dismounting takes place either at the beginning or end of the unit's movement phase.

4.21 Units may either mount or dismount in the movement phase, not both. Units may move up to 1D6 in the phase they mount or dismount if not charging. Dismounted scouts may move 2D6 in the phase they mount. Dismounted figures must start adjacent to or be able to reach their mounts during their 1D6 of movement in order to mount in the same turn.

4.3 PRONE: Figures may go prone as part of movement but do so before moving. A prone figure is laid face down or is replaced by a prone figure marker. A prone figures behind an elevation change or short wall is unseen to a same level observer. Prone figures move 1D6 regardless of terrain. Prone figures may only fire every other turn.

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4.4 WOUNDED TROOPS IN MOVEMENT: Wounded must be carried by a fit figure in order to move or wounded may be carried to the rear, but in either case players will subtract the high die rolled. Alternatively, two or more wounded may help each other to the rear again subtract the high die.

4.5 SCOUTS: All army and insurgent units may send out the scouts. A scout figure may operate up to 12 inches from the parent unit's leader, if radio equipped he may operate up to 24 inches from his parent unit leader. A scout moves 3D6, and counts as an open order target. If charged, he may evade back to his parent unit. Civilian mobs may not use scouts.

5. SPECIAL RULES FOR CAVALRY MOVEMENT

5.1 ROAD RATE: The unit must be on the road in a column up to two figures wide for the whole turn. A set of contiguous units all moving at road rate may all activate on one card; they move at the rate of the slowest unit. To use road movement, the unit must start and end on a road feature.

5.2 MOUNTING AND DISMOUNTING FROM HORSES: The following restrictions apply when dismounting or mounting units from horseback. Units that mount or dismount horses may not use the charge movement rate or conduct a charge in the movement phase it performs such action. Mounting or dismounting takes place either at the beginning or end of the unit's movement phase. Each horse figure may carry only 1 personnel figures; there is no doubling up (exception; a fit horse may carry

5.21 Units may either mount or dismount in the movement phase, not both. Units may move up to 1D6 in the phase they mount or dismount. Dismounted scouts may move 2D6 in the phase they mount. Dismounted figures must start adjacent to or be able to reach their mounts during their 1D6 of movement in order to mount in the same turn.

5.3 HORSE HOLDERS AND LED HORSES: This rule applies to horse-mounted units only. Cavalry units fighting dismounted are required to have one-quarter of its men detailed as horse holders. Round in favor of the mounted player, so that a dismounted unit of 18 would require 4 holders. Horse holders and led horses are considered "key" figures for firing purposes when mixed with another unit or the dismounted portion of their own unit, they are not key figures when on their own although the horses they lead are.

5.31 When a unit is involved in close combat, the horse holders for that unit do not have to participate unless the horse holders are directly contacted by charging figures, (for example, by a rear or flank charge), or until all other figures of the parent unit involved have become casualties, or run to the rear. Horse holders that are detailed from their parent unit can be charged and contacted in close combat per normal rules. See Close Combat chart for modifiers effecting horse holders.

5.4 STAMPEDE: Groups of horses without horse holders can be stampeded if fired at and at least one horse hit. To stampede a pony herd or horses without horse holders, make a morale check on the Stand and Fight Chart using the line appropriate for their type of holders. Use "with Leader" column for led horses with un-hit horse holders.

5.41 Use "Without Leader" column for led horses whose holder is hit or no horse holder. The un-hit horses will then make a "charge" move directly away from the firing figures, their exact movement handled by the firing player. Stampeded horses move at 5D6.

6. RALLY

6.1 The leader now attempts to rally any shaken, pinned or routed units. To rally there must be a leader figure within 6 inches of the unit attempting a rally attempt. That leader may only attempt 1 rally per turn. Use the following table and roll 1D6:

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RALLY		Roll 1D6
UNIT	UNIT HAS LEADER	UNIT HAS NO LEADER
ARMY	1-5	1-4
INSURGENTS	1-4	1-3
CIVILIANS	1-3	1-2

7. RALLYING SHAKEN FIGURES

7.1 "Shaken" figures are those that have retreated from a Close Combat. They can be moved, but a special procedure must be followed before doing so. An attempt to move the Shaken figures of each Basic unit must be made every Movement Phase.

7.2 When a player announces that a Basic unit that contains Shaken figures is to be moved, one die must be rolled and the Rally Chart consulted to see how they will move.

7.3 Roll one die for the Basic unit. If a number listed on the Rally Chart is rolled, the figures are rallied, and can be moved normally during the Turn. If an unlisted number is rolled, the figures remain Shaken and it retreats 4D6 to the rear. The Shaken figures move a distance in inches equal to the total rolled on the four dice towards the nearest edge of the battlefield.

7.4 If the Shaken figures move off of the battlefield, they are considered "routed", and are out of the game for good. Shaken figures will not move towards enemy figures. If Shaken figures are charged before the time comes for them to make their move, they will have no chance to rally, but must immediately be moved their 4D6 distance towards the nearest battlefield edge. The charging figures must be able to reach the Shaken figures for this to apply.

IX. TERRAIN

0.1 The variable movement rule system using dice for movement allows terrain effects on movement to be abstracted. Players will treat all terrain as it stands without adding or detracting from the terrain piece. Assuming there are shutters on a window of a house, when in actuality there are not any on the terrain piece would be a violation of this principal.

0.2 This prevents players who are moving through terrain denying an attacker's line of sight by declaring the terrain piece "if it was real" it would have this or that on it. If a player moves his figures into terrain with the intent of remaining out of sight then he must take care in placing his figure in the terrain to ensure he is successful.

1. TYPES OF TERRAIN

1.1 CLEAR TERRAIN: Open terrain inter-spaced with light bush and slight contours that provide, at best, limited cover.

1.2 ROUGH TERRAIN: Figures lose the high value movement dice when moving through. Horse drawn vehicles may not move through or in. Rough terrain consists of woods, rocky areas, gullies, scrub brush, plowed field's etc. All units will subtract their highest die rolled on their movement when in rough terrain.

1.3 DENSE TERRAIN: Double the penalty for rough by subtracting the highest dice and then subtracting the amount of the highest dice from the remaining dice. Note that a unit may always move one inch in dense even if all dice have been subtracted. Dense terrain consists of heavy forest with heavy undergrowth or tropical jungles.

1.4 STEEP SLOPES: Troops and animals climb or cross them at half speed, but may move straight down slope at full speed. Deduct half the value from each movement dice. Bicycles double their downhill movement.

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2. WEATHER EFFECTS

2.1 SNOW AND MUD: Subtract the low die rolled when moving on road in snow or mud and subtract the High die rolled when moving cross-country in snow and mud.

2.2 FOG, RAIN, FALLING SNOW: Fog, rain or falling snow reduce visibility and the ability to spot by half the required distance. This reduction is applied to thermal imagery as well in the case of rain or falling snow but not for fog.

3. OBSTACLES

3.1 CROSSING OBSTACLES (WALLS AND BARRICADES): All figures in the game can cross low walls and barricades. They may, however, only be crossed in the following manner:

- a. The figure is moved up to the obstacle and ends movement there.
- b. On the following Turn, the figure is considered to be crossing the obstacle, and is placed on top of the obstacle.
- c. The Turn after the figure is placed on the obstacle, it may be moved off of it at normal speeds.
- d. **GUNS AND CREWS:** Crewmen may cross an obstacle as given above. Guns may not cross obstacles such as walls and barricades.
- e. **VEHICLES:** Vehicles may not cross obstacles such as walls and barricades.

4. BUILDINGS

4.1 Buildings are a much more complicated terrain structure than in previous variants of THE SWORD AND THE FLAME. Buildings can be occupied, entered and fought within and this will require a mini rule section on it's own. A building is considered rough terrain to move in. Stairwells are considered steep slopes to move up or down. Line sight is only as long as the room, stairwell or hallway the figure is in. Line of sight out of the building through a window or a door is as per the scenario rules for visibility.

4.2 A building can be occupied by maximum of 4 figures per room per floor. Therefore, in order to occupy a room, both sides may not have anymore than a combined total of 4 figures in the room. Wounded figures do not count toward this limit. Vehicles may not occupy a building except in the case of a garage. All figures in a building are a Category IV target (see the target category for further explanation).

4.3 All buildings have doors and windows that are called "openings" and may be used to enter. There are 3 ways to enter a building; through a door, through window or by making a door with an explosive charge. To use a door, there must actually be a door in the location. Entering through a door does not require an expenditure of movement points as a door is considered clear terrain, unless it is locked. A door is considered locked (or barricaded) if the building in question is occupied by the enemy. To open a locked door of an enemy occupied building, a shaped charge must be planted (see below) or a HE/HEAT (High Explosive/High Explosive Anti Tank) weapon must be fired at the door. Regardless only one figure at a time may move through a door.

4.4 To enter through a window, the figure must move up to the window and cease all movement that turn. The next turn, the figure is placed inside the building with the window to its back and it must cease all movement this turn as well. Only 1 figure per turn may enter through the same window. Troops may not move through windows in enemy occupied rooms. To enter using a shaped charge, use the shaped

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charge procedure below, a successful shaped charge attack on building wall creates a door in that location and any troops in the blast template must be checked as part of the attack.

4.5 Weapons that produce a back blast may not be fired from within a building; all other weapons may, see the target category below on targets firing from buildings.

4.6 Buildings may be totally destroyed within the confines of this game and would be replaced with a pile of rubble equal in area to the building that was destroyed. Any occupants of the building that was totally destroyed must be checked as casualties as target category one. To destroy a building only off board artillery (not mortars) or air strikes can do it by receiving the TO HIT that is 3 in excess of the minimum TO HIT and specifying that the building is the target of the fire attack.

X. FIRE COMBAT

0.1 The essence of a tabletop battle will, of course, be the "firing" of, and inflicting "casualties" with the various weapons. Obviously, there is no actual firing of projectiles or "killing" of lead figures. This is simulated on the tabletop by rolling dice and consulting simple probability charts to determine the number of figures "hit" in a given exchange of "fire".

0.2 The effect of all firing on the tabletop will be determined by the weapon type, the range of the target from the firing weapon (measured in inches), the formation of the target figures, and whether the targets are under cover (behind walls, inside buildings, etc.) or out in the open. During each Game Turn, each eligible figure will be allowed to fire once.

0.3 After all movement is completed, the Fire Phase of the turn can commence. The figures of an individual basic unit may only fire once during a Fire Phase. Figures may fire independently at another figure or as part of a unit under a leader, but this must be declared before hand. Either all unit figures fire as a unit or all figures fire individually, there is no median.

0.4 A player may fire his basic units in any desired order, as cards of that side's color are turned up. A player must fire, or indicate for a specific unit that it will not fire, every time a card of his color shows, until all basic units have fired or have had a chance to fire.

0.5 If necessary, the card deck can be reshuffled if all cards have been turned up and there are still basic units that can fire. All fire combat measurements are taken from the figure head to the figure head or barrel end to figure head.

1. FIRING PROCEDURE

1.1 RANDOM ORDER OF FIRING: Reshuffle the deck; turn up the cards one at a time. Firing is conducted one vehicle, one artillery piece, one support weapon or one riflemen/leader figure or one unit under at leader at a time. However, each figure is resolved for separately. As each card is turned up, the corresponding player may fire all eligible weapons from one figure, vehicle, support weapon, artillery piece, and leader.

1.11 If a black card shows, any as yet unfired army units may fire all eligible weapons. The army player should announce which basic unit is to fire, and then begin measuring ranges for the firing of the figures in that basic unit. All firing by that basic unit is then resolved.

1.12 If a red card shows, any as yet unfired insurgent units may fire all eligible weapons. The insurgent player should announce which basic unit is to fire, and then begin measuring ranges for the firing of the figures in that basic unit. All firing by that basic unit is then resolved.

1.13 If a Joker card comes up then the player that it belongs to must identify what unit it will pertain to. Then consult the Joker Fire chart.

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JOKER FIRE CHART		Roll 1D6
DIE ROLLED	ACTION	
1	Unit is low on ammo and only fires ½ of it figures or single figure may not fire this turn.	
2	Good shots! Double the amount of hits this unit made this turn.	
3	Units fire rate increased this turn 2 shots per figure.	
4	Smoke blocks vision of unit out to ? inches, roll 2D6 for the distance.	
5	Unit aim is bad ½ casualties this turn (round up).	
6	Good fire command, -1 to die roll for this turn.	

1.14 Repeat this process card-by-card, figure-by-figure or unit-by-unit until all basic units in the game have fired or have had the chance to fire. When the process of turning up cards and firing basic units is complete, the Fire phase is complete.

1.2 DETERMINE RANGE: To fire first determine the range by measuring the distance from the heads of the firing figures to the heads of the target figures. Determine how many firing figures are in range and firing into the same target and calculate the correct number of dice needed.

1.3 DETERMINE TARGET AREA: The target area for Artillery and small arms is different. The target area for small arms is determined by considering a 30-degree cone of fire from the firing figure. The target area for artillery and support weapons is determined by considering a 60-degree cone from the barrel of the weapon. Note the section on firing cones for machineguns and canister while considering this rule.

1.31 Each type of weapon has a maximum range it can fire which is listed in the Maximum Range column of the Firing Charts. The target area for each weapon extends out to the limits of the weapons range, unless blocked by terrain or visibility. All weapons have short, medium and long ranges. A single gun may fire at enemy figures in their target area which are at short range or which are at long range, but not both.

1.4 DETERMINE TARGET CATEGORY AND HIT ALLOCATION: Once the target area and the number of firing figures is established, the target category and firing are resolved. Roll correct number of dice for the weapon type and cross reference the number rolled with the type of weapon fired in the column describing the target category to get the TO HIT number.

1.41 At this point jump to the section on the type of firing you are doing (direct against personnel, direct fire against vehicles, direct fire against aircraft, explosive devices against personnel and vehicles, or indirect fire against personnel or vehicles) to resolve the TO HIT determine, then move on to casualty determination below, noting whether you are dealing with a vehicle, aircraft or personnel.

1.5 DETERMINE HIT CASUALTIES: The die roll that is successful on the TO HIT is used to tell the number of hits scored per the number of figures firing in that target category:

- a. **CLASS I TARGET CATEGORY:** Most of target unit is in Close Order Formation in clear terrain. A target Vehicle is in clear terrain and not moving. A target aircraft is landed. All unit targets that are Class I in an area defined by the length of the unit and up to one-half of the weapons range are to be considered to be subject to being hit.

CLASS I HIT: Draw cards for each hit scored. If a Heart and Diamonds is drawn then the figure is killed, Clubs is drawn then the figure is wounded, Spades is drawn then the figure is not hit. If an Ace is drawn, then a Leader is killed, if a Face Card, then a key figure is killed.

- b. **CLASS II TARGET CATEGORY:** Most of target unit is in Open Order Formation in clear terrain. A target Vehicle is in clear terrain and moving. A target aircraft is hovering. All unit targets that are Class II in an area defined by the length of the unit and up to one-half of the weapons range are to be considered to be subject to being hit.

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CLASS II HIT: Draw cards for each hit scored. If a Heart is drawn then the figure is killed, Diamond is drawn then the figure is wounded. Spades or Clubs is drawn then the figure is not hit. If an Ace is drawn, then a Leader is killed, if a Face Card, then a key figure is killed.

- c. **CLASS III TARGET CATEGORY:** Most of target unit is prone or in rough terrain (wood, rocks, scrub, etc). A target Vehicle is in rough terrain or an urban environment and not moving or is in a hull down position. A target aircraft is moving helicopter. All unit targets that are Class III in an area defined by the length of the unit and up to one-half of the weapons range are to be considered to be subject to being hit.

CLASS III HIT: Draw cards for each hit scored. If a Heart and Diamond is drawn then the figure is hit, Clubs and Spades is drawn then the figure is not hit. If an Ace is drawn, then a Leader is hit, if a Face Card, then a key figure is hit. If a hit is made draw a second card for kill or wounded, Ace to Jack is a Kill, 10 to 2 is wounded,

- d. **CLASS IV TARGET CATEGORY:** Most of target unit are inside a building or directly behind (touching) a solid wall or in dense terrain. A target Vehicle is in rough terrain or an urban environment and moving or is in a covered position leaving it only partly exposed. A target aircraft is moving fixed wing. All unit targets that are Class IV in an area defined by the length of the unit and up to one-quarter of the weapons range are considered to be subject to being hit. If a figure is a Class IV target, but it is not shooting or observing through a door, window or over a wall then it cannot be a target from rifle or pistol. Artillery may still fire at it.

CLASS IV HIT: Draw cards for each hit scored. If a Heart is drawn then the figure is hit, Clubs, Diamond and Spades is drawn then the figure is not hit. If an Ace is drawn, then a Leader is hit, if a Face Card, then a key figure is hit. If a hit is made draw a second card for kill or wounded, Ace to Jack is a Kill, 10 to 2 is wounded.

1.6 MARKING HITS: Killed figures should be laid face down or replaced with a dead figure marker, as the player wishes. Wounded Figures should be laid face up or replaced with a wounded figure marker as the player wishes.

2. SPECIAL RULES FOR FIRING

2.1 OUT OF AMMO: When firing and rolling “snake eyes” on any two dice per weapon, the shooter has shot up all of his ammunition. Before he can shot again he must re-stock his ammunition by either getting it from “dead figures” and/or wounded figures, or by going back to the designated supply point and getting ammunition from there. Reloading either way takes two full turns of no movement or firing.

2.2 WOUNDED TROOPS IN FIRE COMBAT: Wounded figures should be laid face up or replaced with a wounded figure marker. Wounded figures can be fired at, if specified, they are prone and a Class III target. As wounded are being carried by fit figures, those fit figures may not add themselves to their unit’s fire combat, if two wounded are present they are considered to be helping each other, so no fire combat figures are lost.

2.3 NON-FIRING FIGURES: The following figures may not fire. Figures considered to be in movement, that is, figures that used a charge move during the Movement Phase, mounting or dismounting figures, horse holders, figures that carried wounded figures, unarmed figures (civilians and medics of some nations). Figures considered to be in combat, that is, routed or shaken figures, and figures in Close Combat may not fire.

2.4 RELOAD: Light artillery requires one turn to reload, medium requires two turns, and heavy four turns. For each crew below optimum, add one turn to reload. If an artillery piece moves, it cannot reload.

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Small arms do not need to reload within the scope of the game. Off board artillery and air strikes are scenario specified in a certain number of attacks for the whole of the scenario.

2.5 GUNS IN ACTION: When the gun and crew are moving and firing or emplaced for firing during a turn, point the gun in the direction in which it will fire, place the crewmen around it within one inch.

2.6 ARTILLERY CREWS: A recoilless rifle or ATGM requires 2 crew figures and an artillery piece requires 4. Add one turn to reload time per crew under full strength. It takes at least two figures to fire an artillery piece and at least one of the figures must be an artillery crewman.

2.61 When firing at an Artillery unit, you will treat the crew as a target category class 2 unit when in target category class 1 terrain. You may only cause casualties if you pull an Ace, King Queen or Jack of the Heart or Diamond suits. Heart being a kill Diamond wounded. If artillery fires at artillery and a Joker card is pulled for casualties then the gun is destroyed. Destroyed guns can be removed from the table or marked as destroyed at the players option.

2.7 MACHINEGUN FIRING CONE: Machineguns spit a large number of bullets out in a cone similar to canister. This cone targets all personnel and vehicles within the cone equally at the range bands as appropriate. However, the cone is narrower than normal extending to maximum range out 5 degrees either side of the weapon barrel. At maximum range there should only be 2 inches covered between the rays of the cone.

2.8 FIRING CANISTER: For canister, use the 60-degree artillery firing template to a maximum of 8 inches. Roll TO HIT each figure whose head is in the beaten zone, with a 1, 2, or 3 indicating a hit and a 4, 5, or 6 a miss. If hit, draw a card; if a heart is drawn then the figure is dead, any other card is drawn then the figure is wounded (leader and key figure cards do not apply as canister treats everyone equally). Past 4 inches, any friendly figures within one inch of the sides or far end of the template are also targets.

2.9 BACKBLAST: All anti tank rocket systems, recoilless rifles and ATGM have a back blast that is one half the size of the canister template directly to the rear of the weapons direction of fire and extending out 15 degrees. All figures caught in the back blast template must check as though they are caught in a canister template.

2.10 VEHICLES AS COVER: Any vehicle that is between a firing figure and a potential target is considered to be blocking the line of sight. Again test line of sight with a laser pointer to determine the exactly whether line of sight is blocked or not. All vehicles destroyed in combat are to remain on the game board but are marked as destroyed. Destroyed vehicles have the same effect on line of sight as a working vehicle.

3. DIRECT FIRE WEAPONS AGAINST PERSONNEL

3.1 Direct fire is no longer calculated in the traditional THE SWORD AND THE FLAME way as firing is conducted by individual figures rather than groups. Players roll for each figure firing with the numbers on the chart below considered the TO HIT number on D20 dice. If that number or a lesser number is rolled on any one die, a hit has been produced on the target unit and you move on to the target category hit procedure.

3.2 As modern weapons vary in the amount of firepower they produce, each weapon gets a number of dice depending on its firepower and ammunition consumption. Each dice allows that single weapon a chance to hit the target. The correct number of dice are as follows:

- a. Roll 1D20 for each bolt-action rifle firing.
- b. Roll 2D20 for each semi auto or self-loading rifle firing.

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- c. Roll 3D20 for each Assault rifle, SMG, or magazine-fed squad automatic rifle (BREN, BAR, LMG with Drum Magazine).
- d. Roll 4D20 for each belt-fed LMG firing on a bipod.
- e. Roll 5D20 for each belt-fed MMG (GPMG) firing on a bipod.
- f. Roll 6D20 for each belt-fed MMG (GPMG)/HMG firing on a tripod or each HE/HEAT weapon.

DIRECT FIRING AGAINST PERSONNEL CHART					
TYPE	RANGE	CLASS I	CLASS II	CLASS III	CLASS IV
SHORT RANGE					
PISTOL, SHOTGUN, HOMEMADE GUNS	9"	3	2	1	N/A
BOLT ACTION RIFLE	9"	4	3	2	N/A
SEMI AUTO RIFLE	9"	5	3	2	1
SELF LOADING RIFLE	9"	6	5	4	3
ASSAULT RIFLE	9"	7	6	4	3
SUBMACHINE GUN	9"	7	5	3	2
SQUAD AUTOMATIC RIFLE	9"	7	5	3	2
LIGHT MACHINEGUN	9"	7	5	3	2
MEDIUM MACHINEGUN	18"	7	5	3	2
HEAVY MACHINEGUN	27"	7	5	3	2
MEDIUM RANGE					
BOLT ACTION RIFLE	18"	4	1	1	N/A
SEMI AUTO RIFLE	18"	4	2	2	N/A
SELF LOADING RIFLE	18"	6	5	3	2
ASSAULT RIFLE	18"	6	5	4	2
SQUAD AUTOMATIC RIFLE	30"	5	3	2	1
LIGHT MACHINEGUN	30"	6	4	2	1
MEDIUM MACHINEGUN	36"	6	4	2	12
HEAVY MACHINEGUN	45"	6	4	2	12
LONG RANGE					
BOLT ACTION RIFLE	36"	2	1	N/A	N/A
SEMI AUTO RIFLE	36"	3	2	N/A	N/A
SELF LOADING RIFLE	36"	6	5	3	1
ASSAULT RIFLE	27"	6	4	3	1
SQUAD AUTOMATIC RIFLE	45"	4	2	1	1
LIGHT MACHINEGUN	45"	5	3	2	1
MEDIUM MACHINEGUN	52"	5	3	2	1
HEAVY MACHINEGUN	60"	5	3	2	1
HE/HEAT WEAPONS ALL RANGES					
LAW	30"	6	5	4	3
MAW	60"	7	6	5	4
HAW	100"	8	7	6	5
LATGM	50"	9	8	7	6
MATGM	100"	10	9	8	7
HATGM	200"	11	10	9	8
AUTOCANNON (includes multi barrels)	90"	6	5	4	3
LIGHT CANNON (15mm to 41mm)	80"	6	5	3	2
MEDIUM CANNON (42mm to 100mm)	120"	6	5	4	3
HEAVY CANNON (101mm to 155mm)	180"	7	6	5	4

Snipers automatically hit.

4. EXPLANATION OF TABLE COMPONENTS FOR DIRECT FIRE AGAINST PERSONNEL

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4.1 CLASS I TARGET CATEGORY: Most of target unit is in Close Order Formation in clear terrain. Single figures are always considered open order.

4.2 CLASS II TARGET CATEGORY: Most of target unit is in Open Order Formation in clear terrain. Single figures are always considered open order.

4.3 CLASS III TARGET CATEGORY: Most of target unit is prone or in rough terrain (wood, rocks, scrub, etc). Single figures are always considered open order.

4.4 CLASS IV TARGET CATEGORY: Most of target unit are inside a building or directly behind (touching) a solid wall or in dense terrain. If a figure is a Class IV target, but it is not shooting or observing through a door, window or over a wall then it cannot be a target from Musket, Rifle, Carbine or Pistol. Artillery may still fire at it. Single figures are always considered open order.

4.5 PISTOLS, SHOTGUNS, HOMEMADE GUNS: This category of weapons includes all pistols, revolvers, and shotguns. As well, all homemade gangbanger guns and primitive weapons are included in this category. These weapons are considered small arms.

4.6 BOLT ACTION RIFLE: This category includes all long arms that are manually operated by means of bolt, which can be a straight pull, over hand pull or split bridge bolt. These long arms all have a magazine containing 4 or more rounds of ammunition. An example would be the Lee Enfield Rifle or Mauser Kar98k. These weapons are considered small arms.

4.7 SEMI AUTO RIFLE: This category includes all gas operated long arms that can fire multiple single shots without the user touching the bolt. These weapons are as heavy and long as bolt action weapons with magazines of 10 or less rounds. An example would be the M1 Garand or SKS. These weapons are considered small arms.

4.8 SELF-LOADING RIFLE: This category includes all gas operated long arms that can fire multiple single shots or full automatic in short bursts without the user touching the bolt. These weapons are as heavy and long as bolt action weapons with magazines of 20 rounds. An example would be the FN FAL or M14. These weapons are considered small arms.

4.9 ASSAULT RIFLE: This category includes all gas operated long arms that can fire multiple single shots or full automatic in short bursts without the user touching the bolt. These weapons are lighter and shorter than self-loading weapons with magazines of 20 or more rounds. An example would be the AK47 or M16. These weapons are considered small arms.

4.10 SUBMACHINEGUN: This category includes all gas operated long arms that can fire multiple single shots or full automatic in short bursts without the user touching the bolt. These weapons are lighter and shorter than assault rifles and use pistol sized bullets with magazines of 20 or more rounds. An example would be the PPsh40 or MP5. These weapons are considered small arms.

4.11 SQUAD AUTOMATIC RIFLE: This category includes all gas operated long arms that can fire multiple single shots or full auto in short bursts without the user touching the bolt. These weapons are heavier and longer than bolt-action weapons and have bipods to support aimed fire at greater distances with magazines of 20 rounds. An example would be the Bren gun or BAR. These weapons are considered small arms.

4.12 LIGHT MACHINEGUN: This category includes all gas operated long arms that can fire full auto in short bursts without the user touching the bolt. These weapons are heavier and longer than squad automatic weapons, have bipods to support aimed fire at greater distances and use belt fed ammunition. An example would be the MG34 or M240. These weapons are considered small arms.

4.13 MEDIUM MACHINEGUN: This category includes all gas operated long arms that can fire full auto in short bursts without the user touching the bolt. These weapons are heavier and longer than light

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machineguns, have bipods to support aimed fire at greater distances or can be mounted on tripods in a sustained fire role and use belt fed ammunition. An example would be the M1919 Browning or M240 sustained fire kit attached. These weapons are considered small arms.

4.14 HEAVY MACHINEGUN: This category includes all gas operated long arms that can fire full auto in short bursts without the user touching the bolt. These weapons are heavier and longer than medium machineguns, are mounted on tripods or vehicles in a sustained fire role and use belt fed ammunition that is larger in caliber than rifle ammunition. An example would be the M2 Browning or PKM.

4.15 LAW: A light anti armor weapon is a bazooka type weapon that is single shot, disposable and fires a HEAT rocket. All LAWs except for ARMBURST have a back blast. Because of their age, M2 Bazooka and WW2 Panzer Faust are considered in this category as well. The main effect against personnel is high explosive that has blast template of 1 inch. An example of a LAW is M72 or AT4.

4.16 MAW: A medium anti armor weapon is a bazooka type weapon that fires a HEAT rocket. All MAWs have a back blast. Such weapons range from the 57mm recoilless rifle to the 90mm recoilless rifle, most of these weapons are man portable. The main effect against personnel is high explosive that has blast template of 1 inch. An example of a MAW is Carl Gustav 84mm or RPG7.

4.17 HAW: A Heavy anti armor weapon is a bazooka type weapon that fires a HEAT rocket. All HAWs have a back blast. Such weapons range from the 91mm recoilless rifles to the 120mm recoilless rifles, most of these weapons are not man portable. The main effect against personnel is high explosive that has blast template of 2 inches. An example of a HAW is 120mm WOMBAT or 106mm Recoilless Rifle.

4.18 LATGM: A light anti tank guided missile is a missile type weapon that is guided by the operator through a wire and fires a HEAT rocket. All LATGMs have a back blast and most are a missile mounted on a rail with the operator a distance from the firing location. All of these weapons are man portable. New LATGM are shoulder fired in a tube like LAW. The main effect against personnel is high explosive that has blast template of 1 inch. SAGGER is an example of an older missile type and ERYX is an example of a newer shoulder fired type.

4.19 MATGM: A Medium anti tank guided missile is a missile type weapon that is guided by the operator through a wire and fires a HEAT rocket. All MATGMs have a back blast and most are a missile mounted on a rail on a vehicle with the operator a distance from the firing location, although some are ground launcher fired. The main effect against personnel is high explosive that has blast template of 1 inch. SIGOT is an example of an older missile type and MILAN is an example of a newer Ground launched type.

4.20 HATGM: A Heavy anti tank guided missile is a missile type weapon that is guided by the operator through a wire and fires a HEAT rocket. All HATGMs do not have a back blast and most are fired through the bore of a tank main gun on a tank with the operator using the standard tank sight. The main effect against personnel is high explosive that has blast template of 2 inches. An example would be SONGSTER.

4.21 AUTOCANNON: This category includes all chain guns, electric Gatling guns and multi-barrel light cannons. These weapons use standard light cannon ammunition but at very high rates of fire and repetitive hits to defeat light to medium armor. The main effect against personnel is the shredding effect of multi rounds striking the body. An example would be the 25mm on the LAV or an aircraft cannon.

4.22 LIGHT CANNON: A light cannon is any weapon that uses ammunition larger than a machinegun bullet that is loaded in single rounds or clips of 2 to 4 rounds. Most cannon ammunition has a warhead that creates some kind of chemical or kinetic energy effect, such explosive penetration or kinetic penetration. The main effect on personnel is shattering of bones and/or disruption of flesh. Cannon can be mounted on open vehicles, used as the main gun of a tank or mounted on carriage like an artillery piece (indeed all artillery pieces are cannon). Light cannon are between 15 and 41mm in bore size and

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are usually artillery mounted weapons. An example of light cannon would be the 37mm PAK36 or the British 2 pounder anti tank gun.

4.23 MEDIUM CANNON: A medium cannon is any weapon that uses ammunition larger than a machinegun bullet that is loaded in single rounds. Most cannon ammunition has a warhead that creates some kind of chemical or kinetic energy effect, such explosive penetration or kinetic penetration. The main effect on personnel is shattering of bones and/or disruption of flesh. Cannon can be mounted on open vehicles, used as the main gun of a tank or mounted on carriage like an artillery piece (indeed all artillery pieces are cannon). Medium cannon are between 42 and 100mm in bore size and are either artillery mounted or vehicle mounted weapons. An example of medium cannon would be the 57mm M2 anti tank gun or the 100mm main tank gun on the Soviet T55 tank.

4.24 HEAVY CANNON: A cannon is any weapon that uses ammunition larger than a machinegun bullet that is loaded in single rounds. Most cannon ammunition has a warhead that creates some kind of chemical or kinetic energy effect, such explosive penetration or kinetic penetration. The main effect on personnel is shattering of bones and/or disruption of flesh. Cannon can be mounted on open vehicles, used as the main gun of a tank or mounted on carriage like an artillery piece (indeed all artillery pieces are cannon). Heavy cannon are between 101 and 155mm in bore size and are either artillery mounted or vehicle mounted weapons. Most cannon above 155mm in bore size are strictly heavy artillery weapons and would not be seen on the battlefield in a game of this genre. An example of heavy cannon would be the 105mm L7 mounted on many NATO tanks in the 1980s and 1990s or the 152mm cannon mounted on the Soviet SO152.

5. SPECIAL FIRING RULES FOR FIRE AGAINST PERSONNEL

5.1 SNIPERS: No die roll is required for snipers they are considered to automatically hit, however, snipers must declare a particular figure the target and then only if 2 to 10 card is drawn for each sniper hit scoured will kill the target. Snipers have a range of 30 inches regardless of target class.

5.2 NIGHT VISION GOGGLES: Night vision goggles allow the wearer to see during the night within the limits of the visibility rules. Infrared goggles use light gathering to enhance night vision, however, due to reduced depth perception and green distortion to the possible targets, users add 1 to their firing dice rolls when using. Thermal goggles use heat to outline objects at night and provide greater definition of possible targets, therefore, they are not subject to adding 1 to their firing dice rolls.

5.3 BODY ARMOR: When you fire at a soldier wearing body armor, a die roll modifier of +1 from the TO HIT number on the appropriate fire chart for small arms and high explosive artillery attacks only. Do not give this modifier for Vietnam or Korea era flak vests against small arms as they were intended for low velocity missiles only.

5.4 DRUG USERS: Various insurgent groups use local narcotics to heighten the senses of their warriors. While not making them invincible, narcotics make a drug user harder to kill. Thus drug users get a +1 on the TO HIT number where warranted historically when attacked by small arms fire.

6. DIRECT FIRE WEAPONS AGAINST VEHICLES

6.1 Direct fire is conducted by individuals and single vehicles rather than groups. Players roll for each figure firing with the numbers on the chart below considered the TO HIT number on D20 dice. If that number or a lesser number is rolled on any one die, a hit has been produced on the target unit and you move on to the target class category hit procedure. As weapons have varying amounts of firepower and ammunition consumption, they receive varying amounts of TO HIT dice. The number of dice per anti vehicle weapon is as follows:

- a. Roll 1D20 for each AGL, LAW, Air Strike, or Artillery Barrage.
- b. Roll 2D20 for each MAW, or Light Cannon.

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- c. Roll 3D20 for each HAW, or Medium Cannon.
- d. Roll 4D20 for each ATGM, regardless of weight.
- e. Roll 5D20 for each Auto Cannon.
- f. Roll 6D20 for each Heavy cannon.

DIRECT FIRING AGAINST VEHICLES CHART					
TYPE	RANGE	TARGET			
		SOFT	LIGHT	MEDIUM	HEAVY
SHORT RANGE					
MEDIUM MACHINEGUN	9"	3	N/A	N/A	N/A
HEAVY MACHINEGUN	18"	4	3	N/A	N/A
AGL	12"	4	3	2	N/A
LAW	9"	5	4	3	2
MAW	30"	6	5	4	3
HAW	48"	7	6	5	4
LATGM	5"/50"	8	7	5	3
MATGM	10"/100"	8	7	6	4
HATGM	15"/200"	9	8	7	6
AUTOCANNON	30"	8	7	6	3
LIGHT CANNON (15mm to 41mm)	20"	6	5	4	2
MEDIUM CANNON (42mm to 100mm)	40"	7	6	5	3
HEAVY CANNON (101mm to 150mm)	60"	8	7	6	4
ARTILLEY	N/A	3	3	2	2
AIR STRIKE	N/A	4	3	3	2
MEDIUM RANGE					
HEAVY MACHINEGUN	14"	3	N/A	N/A	N/A
AGL	16"	3	2	N/A	N/A
LAW	13"	4	3	2	N/A
MAW	40"	5	4	3	2
HAW	70"	6	5	4	2
LATGM	5"/60"	6	6	4	3
MATGM	10"/100"	7	6	5	4
HATGM	15"/200"	8	7	6	5
AUTOCANNON	60"	7	6	4	2
LIGHT CANNON (15mm to 41mm)	50"	5	4	2	N/A
MEDIUM CANNON (42mm to 100mm)	80"	6	5	4	2
HEAVY CANNON (101mm to 150mm)	120"	7	6	5	3
LONG RANGE					
HEAVY MACHINEGUN	20"	2	N/A	N/A	N/A
AGL	24"	2	N/A	N/A	N/A
LAW	20"	3	2	N/A	N/A
MAW	60"	4	3	2	N/A
HAW	100"	5	3	2	N/A
LATGM	5"/60"	5	4	2	N/A
MATGM	10"/100"	6	5	3	2
HATGM	15"/200"	7	6	5	4
AUTOCANNON	90"	6	4	2	N/A
LIGHT CANNON (15mm to 41mm)	80"	4	3	2	N/A
MEDIUM CANNON (42mm to 100mm)	120"	5	4	2	N/A
HEAVY CANNON (101mm to 155mm)	180"	6	5	4	2

7. EXPLANATION OF TABLE COMPONENTS FOR DIRECT FIRE AGAINST VEHICLES

7.1 SOFT TARGET: All unarmored vehicles are considered soft targets. An example would be a M35 truck or Somali technical.

7.2 LIGHT TARGET: All Up armored HumVees, halftracks, old APCs are light targets. An example would be a M3 half-track or M113 APC.

7.3 MEDIUM TARGET: All infantry fighting vehicles and old tanks are considered medium targets. An example would be the M3/M2 Bradley or the Panzerkampfwagen IV.

7.4 HEAVY TARGET: All modern tanks and old heavy tanks are considered a heavy target. An example would be the Leopard 1A4 or the King Tiger II.

7.5 CLASS I TARGET CATEGORY: A target Vehicle is in clear terrain and not moving.

7.6 CLASS II TARGET CATEGORY: A target Vehicle is in clear terrain and moving.

7.7 CLASS III TARGET CATEGORY: A target Vehicle is in rough terrain or an urban environment and not moving or is in a hull down position.

7.8 CLASS IV TARGET CATEGORY: A target Vehicle is in rough terrain or an urban environment and moving or is in a covered position leaving it only partly exposed.

7.9 MEDIUM MACHINEGUN: The medium machinegun category includes all gas operated long arms that can fire full auto in short bursts without the user touching the bolt. These weapons are heavier and longer than light machineguns, have bipods to support aimed fire at greater distances or can be mounted on tripods in a sustained fire role and use belt fed ammunition. An example would be the M1919 Browning or M240 sustained fire kit attached. Medium machineguns have a limited anti vehicle capacity.

7.10 HEAVY MACHINEGUN: The heavy machinegun category includes all gas operated long arms that can fire full auto in short bursts without the user touching the bolt. These weapons are heavier and longer than medium machineguns, are mounted on tripods or vehicles in a sustained fire role and use belt fed ammunition that is larger in caliber than rifle ammunition. An example would be the M2 Browning or PKM. Heavy machineguns have a fair anti vehicle capacity.

7.11 AGL: An automatic grenade launcher is a very large caliber machinegun that fires grenade-sized bullets on the order of 25mm to 40mm. The ammunition comes in a range of types, including smoke, high explosive and anti-armor. Anti-personnel effects are dealt with under grenades, the anti-armor effect is a simple principle. Grenades that come in contact with a vehicle that are anti armor use the HEAT principle to penetrate the vehicles exterior causing casualties amongst the crew.

7.12 LAW: A light anti armor weapon is a bazooka type weapon that is single shot, disposable and fires a HEAT rocket. All LAWs except for ARMBURST have a back blast and, all of these weapons are man portable. Because of their age, M2 Bazooka and WW2 Panzer Faust are considered in this category as well. The main effect against vehicles is high explosive penetrating the vehicle and killing the crew. An example of a LAW is M72 or AT4.

7.13 MAW: A medium anti armor weapon is a bazooka type weapon that fires a HEAT rocket. All MAWs have a back blast. Such weapons range from the 57mm recoilless rifle to the 90mm recoilless rifle, most of these weapons are man portable. The main effect against vehicles is high explosive penetrating the vehicle and killing the crew. An example of a MAW is Carl Gustav 84mm or RPG7.

7.14 HAW: A Heavy anti armor weapon is a bazooka type weapon that fires a HEAT rocket. All HAWs have a back blast. Such weapons range from the 91mm recoilless rifles to the 120mm recoilless rifles,

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most of these weapons are man not portable. The main effect against vehicles is high explosive penetrating the vehicle and killing the crew. An example of a HAW is 120mm WOMBAT or 106mm Recoilless Rifle.

7.15 LATGM: A light anti tank guided missile is a missile type weapon that is guided by the operator through a wire and fires a HEAT rocket. All LATGMs have a back blast and most are a missile mounted on a rail with the operator a distance from the firing location. All of these weapons are man portable. New LATGM are shoulder fired in a tube like LAW. The main effect against vehicles is high explosive penetrating the vehicle and killing the crew. SAGGER is an example of an older missile type and ERYX is an example of a newer shoulder fired type.

7.16 MATGM: A medium anti tank guided missile is a missile type weapon that is guided by the operator through a wire and fires a HEAT rocket. All MATGMs have a back blast and most are a missile mounted on a rail on a vehicle with the operator a distance from the firing location, although some are ground launcher fired. The main effect against vehicles is high explosive penetrating the vehicle and killing the crew. SIGOT is an example of an older missile type and MILAN is an example of a newer Ground launched type.

7.17 HATGM: A heavy anti tank guided missile is a missile type weapon that is guided by the operator through a wire and fires a HEAT rocket. All HATGMs do not have a back blast and most are fired through the bore of a tank main gun on a tank with the operator using the standard tank sight. The main effect against vehicles is high explosive penetrating the vehicle and killing the crew. An example would be SONGSTER.

7.18 AUTOCANNON: This category includes all chain guns, electric Gatling guns and multi-barrel light cannons. These weapons use standard light cannon ammunition but at very high rates of fire and repetitive hits to defeat light to medium armor. The main effect against vehicles is multi rounds penetrating the vehicle and killing the crew. An example would be the 25mm on the LAV or an aircraft cannon.

7.19 LIGHT CANNON: A light cannon is any weapon that uses ammunition larger than a machinegun bullet that is loaded in single rounds or clips of 2 to 4 rounds. Most cannon ammunition has a warhead that creates some kind of chemical or kinetic energy effect, such explosive penetration or kinetic penetration. The main effect on vehicles is the destruction of vital vehicle components and the penetration of the crew compartment thus personnel are effected by shattering of the bones and/or disruption of flesh. Cannon can be mounted on open vehicles, used as the main gun of a tank or mounted on carriage like an artillery piece (indeed all artillery pieces are cannon). Light cannon are between 15 and 41mm in bore size and are usually artillery mounted weapons. An example of light cannon would be the 37mm PAK36 or the 2 pounder anti tank gun.

7.20 MEDIUM CANNON: A medium cannon is any weapon that uses ammunition larger than a machinegun bullet that is loaded in single rounds. Most cannon ammunition has a warhead that creates some kind of chemical or kinetic energy effect, such explosive penetration or kinetic penetration. The main effect on vehicles is the destruction of vital vehicle components and the penetration of the crew compartment thus personnel are effected by shattering of the bones and/or disruption of flesh. Cannon can be mounted on open vehicles, used as the main gun of a tank or mounted on carriage like an artillery piece (indeed all artillery pieces are cannon). Medium cannon are between 42 and 100mm in bore size and are either artillery mounted or vehicle mounted weapons. An example of medium cannon would be the 57mm M2 anti tank gun or the 100mm main tank gun on the Soviet T55 tank.

7.21 HEAVY CANNON: A heavy cannon is any weapon that uses ammunition larger than a machinegun bullet that is loaded in single rounds. Most cannon ammunition has a warhead that creates some kind of chemical or kinetic energy effect, such explosive penetration or kinetic penetration. The main effect on vehicles is the destruction of vital vehicle components and the penetration of the crew compartment thus personnel are effected by shattering of the bones and/or disruption of flesh. Cannon can be mounted on open vehicles, used as the main gun of a tank or mounted on carriage like an artillery

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piece (indeed all artillery pieces are cannon). Heavy cannon are between 101 and 155mm in bore size and are either artillery mounted or vehicle mounted weapons. Most cannon above 155mm in bore size are strictly heavy artillery weapons and would not be seen on the battlefield in a game of this genre. An example of heavy cannon would be the 105mm L7 mounted on many NATO tanks in the 1980s and 1990s or the 152mm cannon mounted on the Soviet SO152.

7.22 ARTILLERY: Indirect fire can be used to destroy medium/light/unarmored vehicles and to immobilize heavy armored vehicles. The procedure for the use of high explosive ammunition is the same as other weapons using the table above. In this case, artillery is considered a direct fire weapon because the an observer in contact with the artillery unit and in line of sight of the target for fire to be issued on the target. Observers equipped with laser target designators get the -1 dice roll modifier. In order to use a laser designator the ammunition must be specified as capable of riding a laser beam.

7.221 The blast template is used normally and each vehicle in the blast template that is hit is resolved for. Do not use the target categories! Unarmored and light armored vehicles are destroyed on any face card and immobilized on any other card from the suit of hearts. Medium armored vehicles are destroyed on any face card and immobilized on any face other card. Heavy armored vehicles are immobilized on any "Ace" card.

7.222 Modern artillery has an ammunition type called Improved Conventional Munitions for anti vehicle work. This ammunition consists of bomblets released from a case in travel. These bomblets drop to the ground and if they land on a vehicle they will use the HEAT principle to penetrate the armor plate and disrupt the crew or vehicle systems.

7.223 These bomblets get a -2 dice roll modifier on the TO HIT table above. However, in order to get a bomblet on a vehicle in the blast template, roll for a second hit, 1D6 with a 1 to 4 resulting in a hit. Once a hit is achieved they use the air strike TO KILL sequence below and impose the resolution.

7.23 AIR STRIKE: Players use the blast template for air strikes. All vehicles in the blast template are rolled for. Do not use the target categories! Unarmored and light armored vehicles are destroyed on any face card and immobilized on any other red card suit. Medium armored vehicles are destroyed on any face card and immobilized on any other card from the suit of hearts. Heavy armored vehicles are destroyed on any "Ace" and immobilized on any face card.

8. SPECIAL FIRING RULES FOR FIRE AGAINST VEHICLES

8.1 ADDITIONAL TARGET CONSIDERATIONS: Spaced armor (wire and plate), reactive armor, and composite armor, each will decrease the TO HIT by 1. CITV, Thermal sights, stabilized main gun, each increase the TO HIT by 1.

8.2 CREW/PASSENGER: Hits to the crew compartment of a vehicle will affect infantry in those compartments, if the hit penetrates. The hit penetrates if the number rolled is within 2 of the TO HIT number without causing a vehicle kill.

8.21 In all cases, the damage from a penetrating round of small arms ammunition will be randomly distributed against one of the passengers, assign each passenger a dice with the highest rolling dice indicating the losing figure. The result is the figure affected, draw one card as for a target category I target.

8.22 High explosive penetrations from HE/HEAT weapons of the crew compartment of a vehicle are very dangerous and are treated as if all crewmembers of the vehicle were caught in the blast radius of grenades and thus resolved.

8.3 ATGM RANGES: ATGMs are guided weapons and their range in game terms is shown in terms of their minimum and maximum ranges. ATGMs require a certain amount of distance in order for their

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gunner to be able to acquire the missile and begin to bring the missile onto the target, typically 50 to 200 meters, below this range the missile is an unguided projectile.

8.31 Additionally, most ATGMs have an arming distance that corresponds to their minimum range and the missile will not explode if they hit a target within this minimum range. In game terms, ATGMs cannot be fired at a target that is below their minimum range.

9. DIRECT FIRE WEAPONS AGAINST AIRCRAFT

9.1 Direct fire is conducted by individuals and single vehicles rather than groups. Players roll for each figure firing with the numbers on the chart below considered the TO HIT number on D20 dice.

9.2 If that number or a lesser number is rolled on any one die, a hit has been produced on the target unit and you move on to the target category hit procedure.

- a. Roll 1D20 for each MMG or HMG.
- b. Roll 2D20 for each Light AA Cannon.
- c. Roll 3D20 for each LSAM.
- d. Roll 4D20 for each Medium AA Cannon.
- e. Roll 5D20 for each AA Auto Cannon.
- f. Roll 6D20 for each Heavy AA Cannon.
- g. Roll 7D20 for each MSAM.

DIRECT FIRING AGAINST AIRCRAFT CHART					
TYPE	RANGE	TARGET			
		HELO	PROP	SLOW JET	FAST JET
SHORT RANGE					
MEDIUM MACHINEGUN	12"	2	3	N/A	N/A
HEAVY MACHINEGUN	18"	3	4	N/A	N/A
LIGHT SAM	40"	3	4	3	2
MEDIUM SAM	80"	4	6	4	3
AA AUTOCANNON (includes multi barrels)	60"	4	4	3	2
LIGHT AA CANNON (15mm to 50mm)	40"	3	3	2	N/A
MEDIUM AA CANNON (50mm to 90mm)	60"	2	3	2	N/A
HEAVY AA CANNON (91mm to 130mm)	70"	N/A	4	3	2
MEDIUM RANGE					
HEAVY MACHINEGUN	14"	2	N/A	N/A	N/A
LIGHT SAM	70"	3	2	N/A	N/A
MEDIUM SAM	150"	3	5	3	2
AA AUTOCANNON (includes multi barrels)	120"	5	3	2	N/A
LIGHT AA CANNON (15mm to 50mm)	80"	4	3	2	N/A
MEDIUM AA CANNON (50mm to 90mm)	120"	3	4	2	N/A
HEAVY AA CANNON (91mm to 130mm)	130"	2	5	2	N/A
LONG RANGE					
LIGHT SAM	100"	2	N/A	N/A	N/A
MEDIUM SAM	300"	2	4	2	N/A
AA AUTOCANNON (includes multi barrels)	200"	4	2	2	N/A
LIGHT AA CANNON (15mm to 50mm)	150"	3	2	N/A	N/A
MEDIUM AA CANNON (50mm to 90mm)	200"	2	2	N/A	N/A
HEAVY AA CANNON (91mm to 130mm)	250"	2	2	N/A	N/A

10. EXPLANATION OF TABLE COMPONENTS FOR DIRECT FIRE AGAINST AIRCRAFT

10.1 HELO TARGET: A helicopter target is any aircraft that uses rotary wings as a method of operation. These targets are slower than most aircraft and have the ability to hover and land vertically. Helicopter targets can be armored or unarmored and can be armed or unarmed.

10.2 PROP TARGET: Prop target is any aircraft that uses propellers as a means of lift. These targets are slow and cannot land or hover and thus are always considered to be in motion while on the game board.

10.3 SLOW JET TARGET: Slow jet target is any aircraft that is powered by jet engines but cannot exceed the sound barrier. These targets are unable to hover and are considered in motion all the time.

10.4 FAST JET TARGET: Fast jet target is any aircraft that is powered by jet engines that can exceed the sound barrier. These targets are unable to hover and are considered in motion all the time.

10.5 CLASS I TARGET CATEGORY: A target aircraft is landed.

10.6 CLASS II TARGET CATEGORY: A target aircraft is hovering.

10.7 CLASS III TARGET CATEGORY: A target aircraft is moving helicopter.

10.8 CLASS IV TARGET CATEGORY: A target aircraft is moving fixed wing.

10.9 MEDIUM MACHINEGUN: This category includes all gas operated long arms that can fire full auto in short bursts without the user touching the bolt. These weapons are machineguns mounted on tripods in a sustained fire role and use belt fed ammunition. An example would be the M1919 Browning or M240 sustained fire kit attached. Medium machineguns have a limited anti aircraft capacity.

10.10 HEAVY MACHINEGUN: This category includes all gas operated long arms that can fire full auto in short bursts without the user touching the bolt. These weapons are machineguns mounted on special AA tripods in a sustained fire role and use belt fed ammunition. Heavy machineguns have a limited anti aircraft capacity. An example would be the M2 Browning or PKM.

10.11 LSAM: Light surface to air missiles are portable shoulder fired missile systems designed to give infantry a highly effective anti aircraft weapon that can take on modern fast attack aircraft. These systems rely on line of sight to acquire a target. An example would be stinger or SA7.

10.12 MSAM: Medium surface to air missiles are less portable ground or vehicle mounted missile systems designed to give mobile forces or point protection forces a highly effective anti aircraft weapon that can take on modern fast attack aircraft. These systems rely on radar units for target acquisition that are usually mounted on the same vehicle. An example would be Rapier or SA13. Some LSAM, such as Swedish RBS70 and British Javelin are MSAM when mounted on their multi missile ground mount platforms.

10.13 HSAM: Heavy surface to air missiles are ground or vehicle mounted missile systems designed to give headquarters and point protection forces a highly effective anti aircraft weapon that can take on modern fast attack aircraft. An example would be Nike Hercules or Patriot. These systems are not usually found at the level this game portrays.

10.14 AA AUTOCANNON: This category includes all chain guns, electric Gatling guns and multi-barrel light anti aircraft cannons. These weapons use standard light cannon ammunition but at very high rates of fire and repetitive hits to put up a curtain of lead that the aircraft would fly into. The main effect against aircraft is multiple rounds penetrating the aircraft and killing the crew or damaging components. An example would be the 25mm Vulcan on an AA mount or IFV with a dual purpose cannon.

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10.15 AA LIGHT CANNON: This category includes all single barreled light anti aircraft cannons of 15 to 49mm in caliber. These weapons use standard light cannon ammunition but at very high rates of fire by using clips of ammunition with repetitive hits to put up a curtain of lead that the aircraft would fly into. All anti aircraft guns are mounted on 360 degree platform and may freely fire in any direction a turn. The main effect against aircraft is multiple rounds penetrating the aircraft and killing the crew or damaging components. An example would be the BOFORS 40mm L70 or 35mm Olkerion.

10.16 AA MEDIUM CANNON: This category includes all single barreled medium anti aircraft cannons of 50 to 90mm in caliber. These weapons use standard Medium cannon ammunition but at very high rates of fire with repetitive hits to put up a curtain of lead that the aircraft would fly into. All anti aircraft guns are mounted on 360 degree platform and may freely fire in any direction a turn. The main effect against aircraft is multiple rounds penetrating the aircraft and killing the crew or damaging components. An example would be the 88mm FLAK 36 or 90mm M2.

10.17 AA HEAVY CANNON: This category includes all single barreled heavy anti aircraft cannons of 91 to 130mm in caliber. These weapons use standard heavy cannon ammunition but at very high rates of fire with repetitive hits to put up a curtain of lead that the aircraft would fly into. All anti aircraft guns are mounted on 360 degree platform and may freely fire in any direction a turn. The main effect against aircraft is multiple rounds penetrating the aircraft and killing the crew or damaging components. An example would be the Soviet 130mm or German 128mm FLAK.

11. SPECIAL FIRING RULES FOR FIRE AGAINST AIRCRAFT

11.1 ADDITIONAL TARGET CONSIDERATIONS: Armored attack helicopters will increase the TO HIT die roll by 1. Landed helicopters are subject to artillery and weapons that cannot normally be fired at them while in flight and are treated as a ground vehicle while on the ground.

12. EXPLOSIVE AND ANTI MOBILITY DEVICES AGAINST PERSONNEL AND VEHICLES

12.1 GRENADES AND GRENADE LAUNCHERS: hand thrown grenades have a maximum range of 3 inches and a blast effect template of 1 inch. Rifle fired grenades have a minimum range of 4 inches and a maximum range 12 inches. Automatic grenade launchers fire 6 grenades at a target per turn using double the rifle grenade ranges. There is no deviation, roll 1D6 on the following chart less than the number indicated for each figure in the blast template to determine if hit, then resolve the hit as per the target category on the explosive devices chart.

12.2 FLASH BANG GRENADES: These are thrown in the same way as any other grenade. Anyone within 1 inch of the detonation or in a confined space, such as a room is considered a target. The target of a flash bang grenade has his abilities to spot and fight impaired. For game purposes, figures caught in the blast template of a flash bang grenade cannot fire or move for two turns and they resolve close combat with +2 die roll modifier.

12.3 COMMAND DETONATED MINES: A Claymore is an anti-infantry explosive that is placed in the ground connected by wire to a handheld detonating device also known as a clacker. The wire will extend up to 10 inches away. The Claymore is filled with an explosive and small round pellets similar to 00 buckshot. It produces a cone-shaped blast with a blast template zone up to 4 inches. A model may deploy the Claymore and then set an ambush for an unsuspecting enemy.

12.31 To detonate, the figure must either remain with the device and blow himself up or operate the device remotely in which case he must have a clear line of sight to the device. Then resolve the possible hit as per the target category on the explosive devices chart for all figures in the blast template, finally drawing cards for each hit scored.

12.4 SHAPED CHARGE: A shaped charge is used to breach a doorway that is too strong to be kicked down or forced open. The charge is rolled tightly and placed in a circular pattern on the door or wall. A

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fuse is used to ignite the charge and may be set at varying lengths to delay the blast. The player may declare when he wants the charge to blow, meaning either the same turn as it was set or a later turn.

12.41 To detonate, the figure must either remain with the device and blow himself up, operate the device on a timed fuse which he must declare in the number of turns before detonation or operate the device remotely in which case he must have a clear line of sight to the device. Use the explosive devices chart Class I target category with a successful TO HIT indicating the door is blown in.

12.5 C4 PLASTIC: C4 is a solid explosive and is used for many different purposes. It will cause a blast and is used primarily in dismantling or destroying structures or vehicles. Only a figure trained with the combat engineering ability may effectively use C4.

12.51 To use C4 a figure must spend 2 movement phases preparing a piece of the explosive and setting up the charge. To detonate, the figure must either remain with the C4 and blow himself up or operate the device remotely in which case he must have a clear line of sight to the device. A quarter pound of C4 will cause a blast template of 2 inches. Then resolve the possible hit as per the target category on the explosive devices chart for all figures in the blast template, finally drawing cards for each hit scored.

12.6 IMPROVISED EXPLOSIVE DEVICES: An improvised explosive device is a solid explosive and is used to spread terror and deny the use of right of ways. It will cause a blast and is used primarily in dismantling or destroying structures or vehicles. Only a figure trained with insurgent or combat engineering ability may effectively use an improvised explosive device.

12.61 To use an improvised explosive device a figure must spend 2 movement phases preparing a piece of the explosive and setting up the charge. To detonate, the figure must either remain with the device and blow himself up or operate the device remotely in which case he must have a clear line of sight to the device.

12.62 Improvised explosive device can be buried like mines, mobile in a car bomb or hidden in buildings. Booby traps are a form of improvised explosive device that has blast template of 1 inch and are detonated by the victim moving up to or in to the device like a mine. An improvised explosive device will cause a blast template of 3 inches. Then resolve the possible hit as per the target category on the Explosive Devices Firing Chart for all figures in the blast template, finally drawing cards for each hit scored.

12.7 LAND MINES: Small disk shaped mine that can be placed just below the surface and is detonated when pressure is placed upon it. A mine affects only the figure stepping on it. Then resolve the possible hit as per the target category class 1 regardless of terrain on the Explosive Devices Firing Chart for all figures in the blast template, finally drawing cards for each hit scored.

12.71 Anti vehicle mines cause a vehicle to be immobilized on a roll of 1 to 4 on 1D6. Roll for all vehicle crew and passengers as a class IV target category on the on the Explosive Devices Firing Chart. Due to the mechanics used in locating mines players may not assign booby traps to mines. Booby trapped mines is considered a random game event.

12.8 ANTI MOBILITY DEVICES: Booby traps such hidden sharpen stakes that can be placed just below the surface and covered up causing wounding on contact. A device affects only the figure stepping on it and causes an automatic wounding. This device is resolved as though it was a mine on the Explosive Devices Firing Chart.

12.9 SUICIDE BOMBERS: Suicide bombers are an improvised explosive device that walks and talks. Treat them as improvised explosive devices as far as combat goes and as personnel or vehicles as far movement goes.

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EXPLOSIVE DEVICES FIRING CHART				Roll 1D6
TYPE FIRING	CLASS I	CLASS II	CLASS III	CLASS IV
HAND GRENADE	5	4	3	1
GRENADE LAUNCHER	5	4	3	2
COMMAND DETONATED MINES	5	4	3	1
SHAPED CHARGE	5	4	3	2
C4 PLASTIC	5	4	3	1
IED	5	4	2	1
LAND MINES	5	4	2	2
BOOBY TRAPS	5	4	2	2

Roll less than the chart number TO HIT, then resolve hit as per target category.

13. INDIRECT FIRE WEAPONS AGAINST PERSONNEL AND VEHICLES

13.1 LIGHT MORTARS: Light mortars (60mm or less) have a maximum range of 30 inches and a minimum range of 6 inches and a blast effect template of 2 inches. Place an aiming point marker for each mortar then dice for deviation for each round on the following table:

MORTAR DEVIATION CHART		Roll 1D6
DIE ROLL	DEVIATION	
1,2	On target	
3	D6 distance short	
4	D6 distance right	
5	D6 distance left	
6	D6 distance long	

13.11 Each succeeding turn of fire on same exact target carries a -2 modifier for deviation direction and distance. Roll on the table below for each figure under the 2 inches diameter blast effect template. Draw a card for every figure or vehicle in the blast effect template, friendly or enemy, effect will be as per the normal casualty rules.

13.12 Roll 1D6 on the following Indirect Firing Chart less than the number indicated for each figure in the blast template to determine if hit, then resolve the hit as per the target category.

INDIRECT FIRING CHART				Roll 1D6
TYPE FIRING	CLASS I	CLASS II	CLASS III	CLASS IV
ALL	5	4	2	1

13.13 If the firing mortar unit cannot see the target, it must be within 6 inches of a leader that can see the target unit, or have wire connection to a leader than can see the target. Medium Mortars (61 to 90mm) are the same as above, except that the blast effect template is increased to 3 inches in diameter, and the ranges are a maximum of 42 inches and a minimum of 12 inches.

13.14 Draw a card for every figure or vehicle in the blast effect template, friendly or enemy, effect will be as per the normal casualty rules.

13.2 OFFBOARD ARTILLERY, HEAVY MORTARS AND AIR STRIKES: At the level of this game, it is very likely in the postmodern period that artillery or air support will be available for the operations of an individual squad or platoon. In the event that it does become available, or a preliminary bombardment is part of a scenario, we can use the following rules for off-board Artillery, Mortars and Air Strikes.

13.21 Artillery, mortars and air strikes will have unlimited range in game terms. Fire will be controlled as per normal by playing cards. The firing player will indicate the desired impact point of his weapons as per the rules of spotting, then check for deviation, then resolve TO HIT, finally drawing cards.

13.22 The blast area template is 4 inches in diameter for artillery and mortars and 3 inches for air strikes. Draw a card for every figure or vehicle in the blast effect template, friendly or enemy, effect will be as per the normal casualty rules.

14. SPECIAL FIRING RULES FOR INDIRECT FIRE AGAINST PERSONNEL AND VEHICLES

14.1 LASER DESIGNATOR FOR RANGED WEAPONS: Using a laser designator eliminates the need for a deviation roll with artillery and air strikes. Use a laser designator, a figure must have a clear line of sight to the target. A target is lased in the movement phase for a strike in the fire phase. In order to use a laser target designator the ammunition or air strike must be capable of riding the laser beam.

14.2 GLOBAL POSITIONING SYSTEM (HAND HELD): Used primarily by long range reconnaissance patrols, this device allows the figure to fix his position down to the meter anywhere in the world. The coordinates can then be transmitted to aircraft and artillery units to eliminate deviation die rolls provided communications is available with the aircraft.

14.3 SMOKE: Smoke can be delivered by a number of methods, including grenades (thrown or placed), vehicle dischargers, mortar rounds and artillery shells.

- a. **Indirect Fire Smoke Delivery:** To determine where these various weapons land their smoke rounds use the same system as for normal rounds of off board artillery. All mortars and off board artillery are capable of delivering smoke ammunition, use of smoke is the same as any other artillery mission.
- b. **Vehicle Smoke Dischargers:** Vehicle dischargers that deposit a 180-degree arc of smoke grenades 3 inches from the vehicle. Most light, medium and heavy armored vehicles have smoke dischargers. Consult the history of the vehicle you are deploying to determine whether smoke dischargers are available or not.
- c. **Smoke Grenades:** Smoke grenades are thrown 3 inches or less from a figure or are placed as desired by the owning player. Smoke grenades should be considered a limited ammunition and not available to insurgents or civilians.

14.31 Once the smoke round or grenade has arrived it will generate a smoke screen extending 3 inches downwind on the turn it is placed, extending to 6 inches on the following turn. If it is smoke from a grenade, vehicle discharger or light mortar, then it dissipates at the start of the following turn, otherwise it persists for a third turn. Smoke blocks line of sight meaning that no fire is allowed through it unless troops or vehicles are equipped with thermal imagery devices.

14.32 One important point – you will need to determine where the wind is blowing before the game starts!

14.4 COMMUNICATIONS: Communications is required for requesting off board artillery and air strikes. For each message passed roll 1D6 each turn, the message fails to arrive until a 3, 4, 5 or 6 rolled, if under fire 4+ is required. If the unit has it's own RTO then it gets a +1 die roll modifier to the communications die roll.

14.5 There are 4 basic types of army communications in this game. Note that a group of radios operating on the same frequency and working together cooperatively are called a "NET":

- a. **Personal Role Radio:** These radios are designed to be worn by all members of the squad and allow all members communicate on the same net, even out of sight of one another. Currently, all elite army forces and all Canadian infantry squads use this device. This communications device has a game range of 24 inches.
- b. **Squad Radio:** These radios are designed to be worn by the leader of the squad and allow him to establish communications with the platoon leader and other squad leaders of the platoon on the platoon net. Currently, all army forces use this device. This communications device has a game range of 36 inches.

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- c. **Platoon Radio:** These radios are designed to be worn by the RTO of the platoon and allow him to establish communications with the other platoon RTOs and the company RTO on the company net. Currently, all army forces use this device. In most army platoons the platoon leader will wear a squad radio to communicate with his squad leaders, while his RTO will wear a platoon radio and relay messages to and from the company. This communications device has a game range of 48 inches.
- d. **Vehicle Radio:** These radios are heavier, of greater range and there are more carried. Currently, all army forces use this device. Most vehicles carry sufficient radios to talk on platoon and company nets at the same time. Certain headquarters vehicles will be able to talk on 3 nets (a single platoon net at a time, the company net and battalion net). Additionally, they are able to communicate internally via an intercom system. This communications device has a game range of 100 inches.

14.51 Indigenous troops may only communicate by audible or visible signals or by hand delivering communications using figures as runners. Insurgents may sometimes have a limited number of walkie-talkies but these would be limited to senior leaders and mortar observers.

XI. CLOSE COMBAT

0.1 The small frontier fights and border skirmishes of this period were characterized by intense, close-in, hand-to-hand combats. This can reasonably be portrayed on the tabletop by again using dice rolls and probability charts to determine the outcome of any hand-to-hand combats when opposing figures actually come into physical contact during the game. Different weapons, different fighting capabilities and training, and chance are all considered in resolving the results of hand-to-hand combat during a miniature battle.

0.2 Once all firing is complete, test morale to close to combat and/or stand and fight and fight the resulting close combats to conclusion.

1. COMPLETION OF CHARGE MOVES

1.1 Figures that charged or counter charged opposing figures during the Movement Phase must now complete their movement before Close Combat can be resolved. If all of the opposing figures that were charged have moved away and/or been casualties by firing, the charging figures complete their movement by occupying the previous position held by the opposing figures.

2. CLOSE INTO CLOSE COMBAT CHART

2.1 If some or all of the opposing figures are still two inches from the charging figures, it must be determined if the charging figures will close into Combat. Roll 1D10 for each basic unit involved, and consult the Close Into Close Combat Chart. If figures on both sides are able to enter Close Combat, hand-to-hand Combat will take place after the figures are moved together.

CLOSE INTO COMBAT			Roll 1D6
CHARGING UNIT	CHARGING UNIT HAS LEADER	CHARGING UNIT HAS NO LEADER	
ARMY	1-5	1-4	
INSURGENTS	1-3	1-3	
CIVILIANS	1-2	1-2	

Fail = Pinned

2.2 If the number rolled is listed on the chart, the figures will be able to enter Close Combat. Move the charging figures so that their bases touch the bases of the opposing figures, and then distribute any extra figures as equally as possible.

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2.3 If an unlisted number is rolled, the charging figures must immediately move six inches to the rear, thus ending the charge without making contact with the enemy figures and causing no Close Combat. After moving the figures, back six inches mark them as being "pinned". Pinned figures must pass a morale check before they may move again normally.

3. STAND AND FIGHT

3.1 If the charging figures are able to enter Close Combat, the opposing figures must now be checked to see if they will stand and fight. Roll 1D6 for each basic unit involved, and consult the Stand and Fight Chart.

3.2 If a number rolled is listed, the figures will enter Close Combat. The opposing player may now move up any figures within three inches of a Close Combat, placing these figures as equally as possible behind the friendly figures already in Close Combat. After all involved figures have moved close combat can be resolved.

3.3 If an unlisted number is rolled the figures being charged are "Shaken", and must move a distance to the rear, determined by rolling 4D6 and converting their total to inches. If the defenders shaken, the charging figures may complete their movement by occupying the positions previously occupied by the shaken figures.

3.4 "Shaken" figures are moved the prescribed distance to the rear and are placed in a disordered formation until rallied. To test "stand and fight" use the following table and roll 1D6:

STAND AND FIGHT			Roll 1D6
CHARGED UNIT	CHARGED UNIT HAS LEADER	CHARGED UNIT HAS NO LEADER	
ARMY	1-5	1-5	
INSURGENTS	1-4	1-3	
CIVILIANS	1-3	1-3	

If Fail - Unit is shaken and moves 4D6 to rear

3.5 CHARGE EVASION: Open order units may evade charges. Turn the unit and roll to move it one half of a normal move away from the charge. If it cannot escape the charge, it is caught with its backs to the enemy for the first round of combat. Make the evade move after the unit has tested to meet the charge. During the movement phase of any game turn that a mounted unit is "charged" by enemy foot soldiers attempting to close into combat the mounted unit can attempt, if so desired, to "evade" the charge, thusly:

- a. Cavalry player announces, "I am evading", and points out the unit so doing.
- b. Rolls one 6-sided die on the chart below.

EVASION		Roll 1D6
UNIT	DIE ROLL TO EVADE	
ARMY	1, 2, 3, 4	
INSURGENTS	1, 2, 3	
CIVILIANS	1, 2	

- c. If the unit cannot evade it must stand in place disordered, and if a close combat occurs, the figures fight at a minus one on the Close Combat Chart, and during the Firing Phase only one half the figures may fire.
- d. If he can evade, he rolls 2 dice and moves that distance away from the charging enemy. This move cannot be used to engage in any other action.

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- e. If the target does not evade, the attacker can follow it by moving in the un-used portion (if any) of his original move distance. A Close Combat could still occur depending on the move distance of each party. This would be fought as normal.
- f. The Cavalry "evasion" rule can be used only once per turn, per unit.
- g. The evasion move can be made even if the cavalry has already made its normal move for that turn.

4. CLOSE COMBAT RESOLUTION

4.1 Each pair of figures has its hand-to-hand action decided individually. For each figure, both players roll 1D20. The figure with the highest modified die roll score will win the individual Close Combat. The un-modified die roll is modified by adding or subtracting the modifiers listed on the Close Combat Chart that apply to the figure in question.

4.2 The variable melee rules below are intended to reflect the extremes quoted above.

CLOSE COMBAT CHART	Roll 1D20
NORMAL CLOSE COMBAT: <ul style="list-style-type: none">- On a roll of 1-3: losing figure killed.- On a roll of 4-6: losing figure is wounded.- On a roll of 7-20: losing figure runs to the rear.	
DESPERATION CLOSE COMBAT: <ul style="list-style-type: none">- On a roll of 1-3: losing figure is killed.- On a roll of 4-6: losing figure is wounded.- On a roll of 14-20: losing figure runs to rear.	

4.3 NORMAL CLOSE COMBAT: In THE BOOK AND THE GUN close combat is resolved in the same manner as THE SWORD AND THE FLAME except that 1D20 is used. This dice allows for finer modifiers. Losing figure on 1D20:

- a. On a roll of 1-3: losing figure is killed,
- b. On a roll of 4-6: losing figure is wounded; and
- c. On a roll of 14-20: losing figure runs to the rear.

4.4 DESPERATION CLOSE COMBAT: In desperate circumstances, one side would fight with a greater intensity and determination. In the case of desperation, resolve close combat using the following 1D20 results:

- a. On a roll of 1-6: losing figure is killed,
- b. On a roll of 7-13: losing figure is wounded; and
- c. On a roll of 14-20: losing figure runs to the rear.

4.41 The desperation close combat applies to figures involved in any or all of the following close combat situations:

- a. Defending unit is surrounded by enemy,
- b. Insurgents defending their village, mosque or religious leader; and
- c. Army defending their wounded.

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CLOSE COMBAT MODIFIERS												
TROOP TYPE	A	B	C	D	E	F	G	H	I	J	K	L
ARMY	+1	-1	-1	+1	+2	+1	+2	+1	-2	-2	-1	-1
INSURGENTS	+1	0	-2	+2	+1	-1	+1	+1	-1	-3	-3	-1
CIVILIAN	+1	0	-3	+2	+1	-1	0	+1	-1	-4	-3	-2
A. Leader figure B. Horse Holder or vehicle crew C. Defending in close order D. Defending in a circle E. On top of wall or barricade F. Defending wall or barricade					G. Defending inside of building H. Mounted figure I. Prone figure J. Attacked from rear (1st round) K. Attacked while in water L. Wounded figures							

4.42 Figures killed are shown so right away, figures wounded as well. Any figures that run to the rear run as far as the rear of the unit they are part of but enough to break contact in the close combat. Roll again to break ties. Figures in close combat with more than one opposing figure must fight each individually, resolving the combat with the second figure after defeating the first figure. Continue resolving combats until all close combats are resolved.

4.43 After fighting each individual Close Combat, rematch all survivors of both sides and fight another round of individual Close Combat, continue this until one side or the other has lost all figures in the Close Combat. When all the figures on one side have become "Casualties, Captured or Run" the other side has won the Combat.

4.44 Any surviving figures of the losing side are shaken. Next, 4D6 are rolled and the Shaken figures are moved that total number of inches to the rear. The winning figures may occupy the position previously occupied by the Shaken figures.

5. SPECIAL RULES FOR CLOSE COMBAT

5.1 ZONE OF OBSERVATION: All figures have a 180-degree zone to their zone of observation to their direct front and sides. To be engaged in Close Combat from the rear the attacking figure must have charged from a position that could not be seen by the opposing figure, when the charging figure started to charge.

5.2 WOUNDED TROOPS IN CLOSE COMBAT: Wounded figures cannot take part in normal close combat action. All wounded figures must be carried away to the rear (or help each other) or they are captured. All prisoners must be escorted to the rear, this includes wounded figures that lost the close combat. One figure may guard up to five prisoners.

5.3 CLOSE COMBAT OVER OBSTACLES: The attacker must move up to obstacle on one turn and stop. When he decides to "charge" over and attempt to close he announces a "change" move and rolls 1 die for stragglers, who stand in place. The remainder of the figures are placed on the obstacle. If a close combat occurs, only these figures will take part. Combatants may not fight across walls. One side must be on top of the wall to have Close Combat with the other side's figures behind the wall.

5.4 CLOSE COMBAT AGAINST WALL ENCLOSURES: When going into close combat against walled enclosures each wall of the enclosures is considered a separate close combat in regards to morale checks, support, and the actual combat itself. Fight and resolve each of these separate combats in the order in which initial contact occurred before going on to the next one.

5.41 Losing elements inside an enclosure (if their 4 die-roll retreat move to their direct rear dictates) can be driven out. If they pass through enemy units even those that may be closing into combat, they are surrounded.

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XII. MORALE

0.1 In attempting to simulate a battle in miniature on a tabletop, major consideration must be given to the effect of the soldier's morale on his performance in battle. This is no small task. Morale, as defined in part by Webster is, "... a prevailing mood and spirit conducive to willing and dependable performance . . ." Obviously, this refers to intangible human traits and characteristics. We are, however, dealing with tangible, inanimate lead figures on a tabletop; hence, we must resort to a reasoned practical compromise to equate morale during a game.

0.2 The rules on morale take into consideration the two most measurable factors that apply equally to both sides in a miniature battle. One is the number of casualties suffered by a given force, and two is whether a force has leaders present with it. At appropriate times during a game, when certain criteria are met, units will have to test their morale, again using dice rolls and probability charts. The result of these morale tests offers a reasonable example of how soldiers might react under like conditions on a field of battle.

0.3 Morale checks are taken by the player for his team members when they have reached their team breakpoint or something overwhelming has happened to one or more of his teammates which forces the player to roll a morale check.

1. MORALE CHECKS

1.1 Morale must be checked during the Morale Phase if the following conditions apply. There are 3 morale checks needed at various points in the game. These morale checks are; major, critical and pinned. Major morale is checked in the morale phase of the turn whenever a major event happens, such as the lost of the commander in chief. Critical morale is checked in morale phase of the turn when critical event happens, such as reaching the loss of fifty percent of the figures of the unit. Pinned morale is checked in the morale phase of the turn when a unit is pinned.

1.2 MAJOR MORALE: The Commander-in-Chief of each side is the highest-ranking leader present, is considered to command the entire side, and represent the player's presence on the battlefield. On the Morale Phase of the turn in which the Commander-in-Chief figure is killed or captured, and all subsequent turns, the side must be checked for major morale. The player who's Commander-in-Chief was lost rolls 2D6 and consults the Major Morale section of the Morale Charts.

1.21 If the number rolled on the 2D6 is less then the Morale Number, the basic units of that side may move normally. If the number rolled equals or exceeds the Morale Number, the side becomes "immobile" for the coming turn, and the basic units may not move. Other basic units may change their facing or formation in place, but must stay in place on the tabletop.

1.22 Shaken units that fail to rally and routed units will continue to move towards the battlefield edge.

UNIT	MORALE			Roll 2D6
	TO PASS MORALE			
	MAJOR MORALE	CRITICAL & PINNED		
ARMY		2-8	WITH LEADER	WITHOUT LEADER
INSURGENTS	2-7	2-9	2-6	
CIVILIANS	2-7	2-8	2-7	

1.3 CRITICAL MORALE: Anytime the shaken figures of a basic unit take a hit or hits, or anytime a basic unit is reduced to less than half of its original strength, the unit is considered to be in "Critical Morale", and must have its morale checked each turn until rallied or routed. Check each basic unit or portion of a basic unit individually on the Critical and Pinned morale section of the Morale Charts by rolling 2D6.

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1.31 If the number rolled on the 2D6 is less than the listed Morale Number, the basic unit may move normally. If the number rolled equals the listed Morale Number, the basic unit or portion of a basic unit is "routed". If the number rolled on the 2D6 is less than the listed Morale Number, the basic unit is pinned. Routed units or portions of the routed unit move 4D6 distance to the nearest battlefield edge until they exit the battlefield and are out of the game for good.

1.32 If part of a basic unit routs off the battlefield and part of it does not the routed figures from the basic unit are counted as losses from the basic unit's original strength for determining Critical Morale for the remainder of the unit. The routed figures move during the Movement Phase.

1.4 PINNED MORALE: Any basic unit or portion of a basic unit that had figures pinned during an attempted close to close combat, critical morale check or charge must check "pinned morale" for that unit. Check each Basic unit or portion of a basic unit individually on the Critical and Pinned morale section of the Morale Charts by rolling 2D6.

1.41 If the number rolled on the 2D6 is less than the listed number, the unit is no longer "pinned" and may move normally during the next Movement Phase. If the number rolled on the 2D6 is equal to the listed Morale Number, the figure must remain pinned until they can pass a morale test on a later turn. If the number rolled on the 2D6 is less than the listed Morale Number, the basic unit is shaken. Pinned figures are immobile but may fire or defend in close combat.

2. SPECIAL RULES FOR MORALE

2.1 SHAKEN UNITS: Units that become "Shaken" move a normal move to the rear. At the end of the next turn, they must pass "Rally" morale. A failure means they stand in place without moving and remain shaken. A pass means they are no longer shaken and may move normally in the following movement turn.

2.11 Shaken units that are attacked in close combat before their chance to test will not have the opportunity to rally from shaken. They must pass "to stand" morale to stand in place and fight as shaken. If they fail, they are routed. Shaken units:

- a. May not move unless they rally,
- b. Fight at -1 in close combat,
- c. Are tested -1 on any morale table; and
- d. Shoot at +1.

2.2 PINNED UNITS: Units that become "pinned" may not move at all. At the end of the next turn, they must pass "Rally" morale. A failure means they stand in place without moving and remain pinned. A pass means they are no longer pinned and may move normally in the following movement turn.

2.21 Pinned units that are attacked in close combat before their chance to test will not have the opportunity to rally from pinned. They must pass "to stand" morale to stand in place and fight as pinned. If they fail, they are shaken. Pinned units:

- a. May not move or fire unless they rally,
- b. Fight at -1 in close combat; and
- c. Are -1 on any morale table.

2.3 ROUTED UNITS: Routed unit take a 1D6 of casualties when they rout and are moved a normal move to the rear. They may not move during the next turn. At the end of the next turn, they must pass

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"Rally" morale or they are removed from the field. A pass means they are no longer routed and must stand in place as "Shaken". They may rally from "Shaken" in the next turn using the procedure above under "Shaken Units". Routed units:

- a. Must move toward the nearest friendly game board edge, and
- b. Routed units attacked in close combat are destroyed.

2.31 Routed units which are fired upon and take casualties must test "Stand and fight" morale. A failure means they are removed from the field. A pass means they remain in place, routed till they test again under the procedure above.

XIII. SUPPLEMENTARY IDEAS

0. These rules add more realism to the game but are not necessary to play the game, I recommend them however for the spice they add.

1. CAPTURE

1.1 Capture is accomplished by either killing all unwounded enemy figures near the piece of equipment or wounded figure to be captured in the case of equipment and wounded or killing horse holders/herd tenders/crew in close combat in the case of led horses, pony herds and vehicles. Only cavalry or elite forces can ride captured horses.

2. NATIONAL EFFICIENCY

2.1 Various nations apply warfare at varying degrees of competence. To say that all armies can use an assault rifle to the same extent is an over-simplification of the facts. NATO armies are among the most highly trained and efficient in the world and thus have more effective weapons handling abilities than insurgents or even third world armies. To reflect this, the following modifiers are added or subtracted from the TO HIT in the various columns of the firing tables:

NATIONAL EFFICIENCY	
NATIONALITY GROUP	TO HIT MODIFIER
NATO NATIONS	-2
FORMER SOVIET NATIONS	0
THIRD WORLD NATIONS	+1
ASIAN NATIONS	-1
INSURGENTS	+2

2.2 In all cases the elite units of these nations should enjoy a further – 1 modifier to the TO HIT above what is given in the chart above.

3. ENGINEERING ABILITY

3.1 Engineer ability allows a figure to use C4, improvised explosive devices, mines and shaped charges. Engineering ability also means that a figure can locate and deactivate an improvised explosive device or booby trap. Finally, engineering ability means that the figure can operate a mine detector. A scenario will state which units or figures have various engineering abilities.

3.2 A mine detector operator checks the area in his front covered arc each turn out to 2 inches. To locate the improvised explosive device or booby trap in that location and defuse it, use the following table:

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MINE AND BOOBY TRAP LOCATION TABLE		Roll 1D20
DIE ROLL	LOCATING RESULT	
1-2	Wooden Mine! Mine Detector misses mine, operator suffers a mine attack.	
3-4	Unsure! Check that spot again next turn.	
5-18	Success! Mine Located and defused.	
19-20	Mine is booby trapped! Operator suffers a mine attack.	

4. VEHICLE CREW

4.1 Only members of a vehicle crew can operate the main armament, although all figures in modern armies can drive the same is not true of insurgents with only 2 in 6 being able to drive. Therefore, for the insurgent player to drive a captured vehicle, he must roll a 1 or 2 on 1D6. Failure means he can either destroy the vehicle using explosives or abandon it but he may not drive it.

4.2 No figure within the scope of a scenario may fly a captured helicopter.

5. HOSTAGES

5.1 A hostage will follow anyone who directs them to "follow me". They will remain where they are put, unless it is obviously dangerous, whereupon the opposing side will move them as appropriate. They will never try to escape on their own. Once a hostage is escorted to a hostage rescue zone (usually outside the battle area), it can be removed from play.

6. ANTI AIRCRAFT ROCKET PROPELLED GRENADES

6.1 Many insurgent groups with contacts in the Afghan insurgency learned to re-direct the back blast flow of the RPG-7V by welding a piece on the back end. This modification allows the firer to direct the grenade into the air against helicopters. Insurgent groups armed as such may fire their modified RPG at helicopters that are hovering as though medium vehicle.

7. DOGS

7.1 Dogs must be allocated to specific figures (their handlers). Dogs will detect any hidden enemy troops within 4 inches. Dogs may be commanded by their handlers to attack any figure within 6 inches. The dog goes into Close Combat with the handler and they are considered one figure for Close Combat receiving a -3 modifier. The dog alone in close combat gets a -2 die roll modifier. Dogs are treated as any other figure for the purposes of direct or indirect fire.

8. SENSORS

8.1 A number of different sensors were introduced during the Vietnam War and have become widespread in their use since then. These include seismic detectors, ground surveillance radars and tripwires. These rules work best when the services of an umpire are available.

8.2 SEISMIC: The position of seismic sensors should be noted on a map at the start of the game. A seismic sensor will detect movement within 3 inches. It is only capable of telling whether something is moving nearby, not what it is or how many there are (although clues may be given by the duration of the detection).

8.3 GROUND SURVEILLANCE RADAR: Ground surveillance radar detects all vehicle targets out to line of sight (and through woods) and moving infantry targets out to 50 inches (limited by line of sight).

8.4 TRIPWIRES: A cross between a sensor and a booby trap. Tripwires connected to flares are treated in all respects as booby traps except that, when "detonated" a flare ignites, revealing the presence of moving troops nearby. These trip flare devices also light up an area as though it was day for 6 inches for 3 turns.

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9. SEARCHING

9.1 Two figures, a tank, armored car or APC take 1 turn to search; whilst searching the searchers cannot fire. To search, place the searching figures adjacent to the figures or vehicles to be searched. To find an item hidden by an opponent, roll 1D6 with 1 to 4 indicating the hidden item is found.

9.2 ROCK AND ROLL FIRING CONE: Submachineguns and assault rifles spit a large number of bullets out in a cone similar to canister or a machinegun when on automatic. This cone targets all personnel within the cone equally at the range bands as appropriate. However, the cone is narrower than normal extending to short range out 10 degrees either side of the weapon barrel. At short range there should only be 2 inches covered between the rays of the cone. Additionally, there is less ability to aim when on "ROCK AND ROLL", therefore, the TO HIT is reduced by 2.

10. PERSONALIZED ROSTERS

10.1 In time, as you get caught up in the wonderful world of war gaming, you might want to consider personalizing your armies. Merely mark individual numbers on the figure bases, and list these numbers on a page in a Roster Book. Next to the number put a name, and after the name record battles, wounds, and deaths. An example is shown below:

UNIT ROSTER FOR: 1 st Platoon, Company A, 1 st Battalion, 7 th Cavalry							
BASE COLOR: Yellow			FORMED: 31 July 2004				
Figure ID:		BATTLES PARTICIPATED IN:					
Number	Name	AI Bhah	Ridge Run	Oasis Wells	Outlook Point	Mostar	Convoy 101
1	Lt Rigby	Rigby	Rigby	Rigby(W)	Rigby	Rigby	Rigby(D)
2	Sgt Jones	Jones(W)	Jones	Jones	Jones(D)	Jones	Jones
3	Pvt Holz	Holz	Holz	Holz	Holz	Holz	Holz
4	Pvt McKay	McKay	McKay	McKay	McKay	McKay(W)	McKay(W)
5	Pvt Shultz	Shultz	Shultz	Shultz	Shultz	Shultz	Shultz
6	Pvt Rever	Rever	Rever	Rever	Rever	Rever	Rever(K)
7	Pvt Hister	Hister	Hister(K)	Cook	Cook	Cook	Cook
8	Pvt Jones	Jones	Jones	Jones	Jones(K)	-	-
9	Pvt Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson
10	Pvt Thomas	Thomas	Thomas	Thomas(W)	-	-	-
11	Pvt Maloney	Maloney	Maloney	Maloney	Maloney	Maloney	Maloney
12	Pvt Mickey	Mickey	Mickey	Mickey	Mickey	Mickey	Mickey
13	Pvt Valdez	Valdez	Valdez	Valdez	Valdez	Valdez	Valdez
14	Pvt Castro	Castro	Castro	Castro	Castro	Castro	Castro

10.2 At a glance, for example, we can see that Lt. Rigby has been in six battles, was wounded at Oasis Wells, and decorated for his defence of convoy 101. Note that Pvt. Jones was killed at Outlook Point and not yet replaced and Pvt. Hister was killed and replaced by Pvt. Cook. After a few battles, your units will develop a fascinating "historical background", and soon you will find yourself engrossed in the character and experience of the individual figures. This, surprisingly, can influence your tabletop tactics! A blank roster sheet is included that gamers may wish to copy for this purpose.

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XIV. DESIGN NOTES

1. With THE BOOK AND THE GUN, I wanted to create a colonial warfare game set in the post-modern age. The best framework to create this game was a colonial war game called THE SWORD AND THE FLAME. This rule set is complex enough to simulate period warfare but does not force you to determine whether or not the figure “has his shoes tied” each turn. The use of random movement and fire to hit forces the player to make plans on the go. Overall it is great simulation of war.
2. Players will note the abstraction of weapons and vehicle types, this is logical at this level as most of the combat is taking place under 200 yards. At 200 yards there is very little difference in a 105mm L7 and a Soviet 125mm. The same applies to assault rifles, things such caliber and sights are equaled out as the range decreases, suffice to say that all assault rifles are common in the amount and duration of firepower provided they meet the basic criteria laid out in the assault rifle category.
3. This set of rules is an overall great simulation within needless paperwork or complexity. It is very hard to achieve kills in this game and that is in keeping with the 3 Block War's low intensity conflict nature. However the rules do start to fall apart if you attempt to recreate modern high intensity mechanized warfare of the type envisioned on the European battlefield or the type employed against Iraq in 1991.
4. Good Luck and enjoy. God Bless!

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UNIT ROSTER FOR:							
BASE COLOR:				FORMED:			
Figure ID:		BATTLES PARTICIPATED IN:					
Number	Name						
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