

Table of Contents

Page 1.....	Table of Contents
Page 2.....	Credits
Page 3.....	Awknolgdgment/notes
Page 4.....	Introduction
Page 4.....	Terms & Definitions
Page 4.....	Miniatures
Page 4.....	Characteristics
Page 5.....	Moving Your Units
Page 6.....	

Credits

Game Design and Development:
Evan Moore with the help of Taylor
Trabun.

Written By: Evan Moore

Graphics and Layout: Evan Moore

Editing: Spencer Moore, Evan
Moore, Taylor Trabun.

Acknowledgments/Notes

I would like to thank everyone who helped create the first New Century Wargame. I hope you the reader holding this book in his hand enjoys this game to the fullest extent and if there is something you do not enjoy about this book that you would try to contact the company and state what is wrong or what you are confused about.

Remember everyone who has offered large amounts of time to this game and wants the finished product to be the best it can be.

Me and others have slaved many hours on this first project to give a good fast paced game, for the periods we enjoy playing the most which are WWII, Vietnam, Modern Warfare, and Sci Fi. Most people out there today are really not into all the charts and such junk that

really slows down the game play. They just want logical rolling to resolve combat and such. I wanted to create that in this game by the simple rolling that allows for game maneuvers to be quickly resolved, but things like command response, and all the different movement rates of the squad and such really gives a more authentic feel to the game that keeps realistic nature to the book.



Pictures credited from Black Scorpion Miniatures, The U.S army, and countless web resources from google.

Legal Notice

New century games, New century games logo, Counterattack, and everything in this book is all ©2007-2008 Evan Moore and New Century Games

Introduction

Welcome to Combat soldier. You must lead your troops to victory in midst of defeat. Your tactical desicions you make can send the enemy fleeing the battlefield or witness your own men dying.

This game combines detailed skirmish combat designed for fast play but with enough realism and grit to make it realistic and accurate to real combat. I have read many history books and memoirs and have talked to real soldiers who have witnessed combat. This is my view on how combat works. People may argue on my point of view and complications on things in game, and make sure you tweak the rules so that you enjoy them. Because that is the main reason I wrote them. Is for players who want a realistic, easy, fun, fast playing game to play to be able to have it.

Enjoy!

Evan Moore

Terms and Definitions

D6- This stands for a 6-sided dice. You may read something like 2d6 which means 2 six sided dice.

Unit- This is the standard moving unit for games. For skirmish games, this would be a squad.

Skirmish Play- This is play where the miniatures are individually based on their own bases. The basic unit is a squad and for legal play a 1500 point army is around a platoon with some support options. But included in the book there is an alternative for more realistic Play.

Scale of Game- The turn are supposed to act as if they were fought simultaneously. This is 30 seconds in the game world for a Skirmish game, Each inch is equal to about 1 foot in the game for skirmish actions.

Organization: This game is meant to be played at a skirmish level. But we have included rules for other styles of gaming which is perfectly fine, but should stay towards platoon-company battles due to the skirmish nature of these rules.

Miniatures

This game can be played with any miniatures you like! They do not have to be from any specific company or manufacturer. So pull out some old miniatures in the closet or purchase those nice cheap miniatures and get gaming!

Characteristics

Each unit has different characteristics. This depends on their experience, weapon, etc. This will be abbreviated on the Unit Cards which are used to enhance game play. All of these will be discussed in more detail later down the road.

Experience- There are 5 Levels of experience. Starting from the lowest to highest, Raw, Conscript, Trained, Veteran, and Elite. Depending on your troops experience it will modify your rolls and amount of dice you can shoot.

Experience Level	Successful Roll
Raw	5+
Conscript	4+
Regular	3+
Veteran	2+
Elite	1+

Speed (S)- This is how fast that unit can move. Due to Equipment and such, not all units can move the same in a 30 second period.

Weapon (W)- This is how much they can shoot during a turn, the ranges, etc.

Morale (M)- Morale is a leading factor in the battlefield. Morale scores depend on the units experience and will be discussed further later.

Experience Test (ET)- Due to your mens experience they may have a better knowledge to some things than other units would have for not being on the field as long. These tests are taken that represent the soldiers skill level and whether or not they can successfully complete the action.

The Turn

The turn is considered to be simultaneous but is not exactly fought out this way. Each player alternates activating a squad and doing everything he can/wants to do with that activated squad.



Movement

Movement is the first phase the player does. He does not only move in this phase, but he may do other things as well like digging in and such. All options available to you will be described.

Unpinning

At the beginning of your turn you need to roll to see if your men will brave the fire and unpin themselves. Take a Morale Test and if they pass they are braving the fire and getting back into the action. If they fail they are stuck in their position for the remainder of the turn. When shooting they shoot at half the amount of dice and at a -1 to hit.

Command Response

During combat units may not always react based on the orders of their superior captains, luitnets, or Col's. Sometimes orders don't get to them in time or sometimes they act on their natural human instinct and the adrenaline rush of combat.

If a Unit suffers from casualties or gets a bonus due to an officer near by they may be prone to some negative modifiers against the units Command Response Check located below.

Instance	Effect
Lost 25% of Squad	-1
Lost 50% of Squad	-2
Lost 75% of Squad	-3
Under Fire	-1
Pinned	-2
Officer Within 10"	+1

Units must pass a morale check before they can move if they are in the LOS (line of sight) of the enemy. They can still shoot if they fail but only at the nearest unit towards them or at the unit that had just began firing at them.

If the squad is within 16" of a unit, they begin to react upon their own accord rather than what their leader would have them do. You use the chart on the right to determine what the unit will do when the ranges get close.



Special Weapons teams may not move and then shoot, because they need to get to their position quickly and they can't do that while they are shooting because they need to get there, set up and then get ready to fire.

Roll	Effect
1-2	The Unit Runs in fear of being overrun. The squad falls back 2d6".
3-7	The unit opens fire on the unit that moved within 10" of them.
8	The unit stays in cover or runs toward it. If there is no cover within 12" then the unit goes prone. Which is Light Cover
9-10	The unit charges forward 2d6" towards the unit to make an assault move.
11	The unit charges forward and each base gets in contact with the other teams, the unit gets +1d to all dice attacks for their fury.
12	The unit does whatever you would like it to do.

Moving Your Units

Your Infantry, Vehicles, Guns, etc, all move at different rates. Their movement is represented on the units unit card/charts. They may move up to or under their allocated amount of movement in a turn.

Terrain: Terrain can and will slow men down or speed things up. There are 4 types of terrain.

Terrain	Effect
Easy	Add +1d6" for that move.
Moderate	Nothing
Difficult	-2" when moving.
Very Difficult	-4" when moving.

Easy Terrain= Roads, bridges, causeways, buildings, etc.

Moderate Terrain= Any normal part of the board including fields, crops, etc.

Difficult Terrain= Hills, Small amounts of rubble, Woods, etc.

Very Difficult= Thick piles of rubble, Steep Hills, Water, etc.



Your men usually move at their speed listed on their movement chart. But to make the game more random and realistic, in certain types of terrain you need to roll a series or couple of D6's. But there are different types of speeds that make the game much more realistic. There is a **Stride, Run, Hustle**. Each of these give the unit a different movement because of the nature of the move.

Stride: On a stride move the unit is slowly walking, patrol like, this is a very slow move, but the unit shoots much more accurately than a unit that was running. A unit that does a **stride** move takes a -1 Fire Penalty.

Run: A run move is when the unit is jogging and moving pretty fast usually towards cover or an objective. A unit that run can move and fire but at a major penalty. If they fire, they fire at -2D, but for a ROF 1 weapon a -2 to the die roll is in its place.

Hustle: A unit that is hustling is really running for their lives. They are trying to go to a destination as fast as their legs allow them to. A unit that hustles may not fire because of their focus on getting their they don't have their guns ready.

Coherency

A unit in combat needs to stay close together in order to issue commands and to stay organized. This is called unit Coherency. A unit must stick within so many inches of another unit to be considered within coherency. This depends on the units skill level.

Skill Level	Coherency
Raw	3"
Conscript	4"
Trained	5"
Veteran	6"
Elite	7"

Note that a unit does not have to stay away the maximum distance, they just may not exceed it. If for some reason they do exceed it the only thing they may do that next turn is to try and use those models move to get back into coherency.

Smoke

Many soldiers into today's world of combat carry smoke grenades, but these were not commonly used during World War 2, so a unit SHOULD not have the capability to use smoke. As a generic rule unless otherwise noted in a following Army Book, then a squad may have smoke grenades that may be deployed.

A smoke grenade emits a cloud of smoke for a small period of time. A squad would take this as a move action, but if they squad only did a stride this turn they may pop smoke but may NOT shoot. A squad that does not move may pop smoke and shoot in that turn but that is all they may do.

The Smoke can be represented by balls of cotton and placed in a square that is 5" wide and 10" long and stays for the remainder of that turn.

Shooting phase

Now we are in the second phase of the game, which is one of the most important phases. Units roll dice individually for each miniature.

When a commander wants his units to shoot he declares which unit will shoot at which unit. All the men of a unit must fire at the same unit.

Before you begin rolling sometimes even in today's world guns just can't shoot that far. So you need to check to see if the weapon(s) that are shooting are in range. If the weapons are in range you may continue shooting.

Units will always fire at the nearest unit, but you can roll a Experience Test and if successful you may shoot at a unit farther away that is STILL in range.

Concealment is given to a target that is in anything that/similar to foliage.

There is a base **Firing Range** for the weapon. This range is used to figure out the roll needed to be thrown to successfully contract a hit upon an enemy model.

For Example:

M1 Garand: 5" Base Fire Range

This is the base firing range for an M1 Garand. For every base Firing range it is +1 harder on a D6 starting from 1 to hit.

For Example:

M1 Garand: 5"	10"	15"	20"	25"	30"	
Roll	1	2	3	4	5	6

So if a enemy model being targeted was 20" away, the roll to hit would be a 4+ and the following modifiers would need to be considered, such as Armour, Skill, Cover, etc.

Shooting Modifiers	If..
+2	Elite Shooting
+1	Veteran Shooting
-2	Raw Shooting
-1	Conscript Shooting
-1	Shooting Long Range
+1	Shooting Close Range
+1	If the men Hustled this turn
-1	If Suppressed this turn
-2	If Pinned
-1	If Target is Concealed
Look Under Special Rules and Abilities	A unit has a special ability

The modifiers are added to the dice roll. So, you would roll the dice and then look at the chart and find out the final score of the dice.

Armour

In modern day combats many soldiers wear light Kevlar armor, or use metal shields like S.W.A.T teams. There are 3 Armour types

None: The unit has nothing but a uniform.

Light: The unit has a Bullet Proof Vest on like a Kevlar jacket to help protect themselves.

Heavy: This should not ever be used, unless in special scenarios for S.W.A.T or similar.

Type Of Cover	Specification
Light	Light Cover is represented as bushes, fences, crops, etc.
Medium	Medium Cover is represented by Foxholes, Wood Buildings, Woods, etc.
Heavy	Heavy Cover is represented by Trenches, bunkers, concrete buildings, etc.

Long range would be the maximum base score for that weapon and short range would be the minimum. So if the Base range was 5", then the long range would be 26-30", and the short range would be 1-5".

The player who has hit a model needs to roll to see if the shot was successful in wounding his target and maybe killing him. This is done by rolling a cover save for the model that may be potentially wounded.

He rolls on the save table and compares the score it took to hit the model and use that score to find out the difficulty in saving the model.

Roll Needed To Hit	Roll Needed to Save
1	6+
2	5+
3	4+
4	3+
5	2+
6	2+

Save Modifiers	If..
+1	Elite
-1	Bunched up
-2	Under Heavy Artillery
-1	If Hustled this turn
No Modifier	Wearing Light Armour &/or Light Cover
+1	Wearing Medium Armour &/or Medium cover
-1	Wearing No Armour/No cover
+2	Wearing Heavy Armour &/or Heavy Cover

If the Shot has hit its mark, and has wounded the target, the player who had shot must roll a firepower check for his weapon, and if it passes; the enemy model has been killed in action. If it fails, then the model has been wounded (proceed to the **Wounded** section)

Pinned Down

During combat troops who become fired upon will act much differently. They will be more worried about who is firing at them and to stay where there are in fear of getting hit due to the mass amounts of pressure. There are 3 different Levels of being pinned down. They are **Taking Shots, Suppressed, and Pinned.**

Taking Shots: Even if a unit only takes a couple of shots they are going to act MUCH differently. They are going to hide and take their time and be more open for things. When a unit is taking fire they take a -2” Penalty on their movement. They also can't set up any heavy weapons.

Suppressed: You're in a pretty hot spot on the battlefield. They are taking fire from lots of places and are really trying to take cover to survive the hail. Units being suppressed move at **half** their movement rate. They also take a -1 when firing. Also if they are charged that turn they may only roll half as much as their ROF. If their ROF is 1, then they take no penalty. They also get -1 to morale rolls.

Pinned: Your men are under such a high volume of fire there is nothing they could do that would not resolve in a large conflict upon themselves. Units who are pinned may NOT move this turn. Units who are pinned also may not shoot, there is so much lead in the air they can not do anything for if they put their head up it would not be a good situation.

Units may be under fire, suppressed, or pinned judging on how many units fire at them that turn.

Pinned	Units
Under Fire!	1-2
Suppressed!	3-4
Pinned	5+

Wounded

In combat the severity of wounds are usually never the same. One man may have just suffered a flesh wound, while another man may have been severely injured to the point where he is bleeding severely on the ground screaming in pain and agony. Things like that can effect a squad's morale, reactions, etc.

If the shooter has failed his firepower test, you must then roll on the table below to see what kind of wound the model has suffered.

Roll	Type of Wound
1-2	Severe Wound
3-4	Flesh Wound
5-6	Just a scratch!

Severe Wound: This wound is very deadly and the man who has been wounded will be in a great deal of pain screaming on the ground. If a model has a severe wound the squad...

- Takes a -1 on Morale Checks for each Severely wounded member in the squad
- May only move at half speed if carrying wounded

Flesh Wound: This wound is just a slight wound and the model may still fight with a -1 penalty on his to hit roll.

Just a scratch!: The wound is very minimal and this model seems to have a great amount of luck! If this wound is rolled multiple times within a squad, the squad mates will want to be more careful and receive a -1 on a command check.

Fortifications

Troops don't always fight on battlefields out on the field taking cover behind barrels, fences, etc. On a lot of occasions men will try and assault well crafted positions that were meant to make the men much harder to kill.

Movement: Movement should stay the same in most cases, but if men are within trenches they are considered moving through difficult terrain. If they are moving out of a fox hole they lose no movement.

Shooting: Shooting is usually the same, but units who are in bunkers or trenches are much more protected and can fire as if nothing was shooting at them. It takes 2 more units to be firing at a bunker or trench to make the unit suffer under pinning fire rules.

Morale: Morale is spoken in depth more in the morale section, but units who are within some form of heavy cover with the exception of foxholes are granted a morale bonus. This bonus is applied to the Morale level units have. Units that are eligible for this bonus receive the following on the table below.

Fortification Type	Bonus
Trench	+1
Building	+1
Fortified Building	+2
Heavy Bunker	+3

Artillery

Another asset in modern day combat is Artillery. Artillery has always been around in history since before gunpowder!

Note in a skirmish game this usually will be represented off the board, but in much bigger games this MUST be represented on the board.

There is more than one way to use artillery, you can

- Bombard
- Smoke
- Direct Fire

Bombard

The great advantage to artillery is being able to launch massive shells of explosives at your enemy, but to also do so from long ranges and over terrain!

Ranging In: When artillery is fired at long ranges there are coordinates giving to artillery units to tell them where all this fire should go. But only certain people have the authority and capabilities to order such destruction. These people are Officers, observers, or the artillery themselves.

To begin ranging you roll a experience test, if the experience test is successful, you have ranged in this turn and may place the artillery template over the target that you were trying to range in on.

How To Hit: You place the template over the squad your trying to hit, every base that is under the template is part of the explosion. You roll a firepower test for the explosion and if it is successful a miniature has died.

Smoke: You Do the same as above except you don't have to place smoke on a unit. And you only have to roll one experience check.

Pinning: If a unit is hit by a bombardment, it is considered pinned. Bombardments are scary things for troops and they really keep their heads down.

Direct Fire

If an artillery piece that is on the table wants to it may directly fire at a unit. It shoots normally using the shooting rules.

But if it is shooting at a tank things work out a little differently and this will be expressed later in the Vehicular section of the book.

Assaulting

A battle is not complete without a drastic charge toward enemy units where the wits and steel of men are tested in close combat.

To assault you declare that your men will be assaulting, and do not measure before hand. After they have declared they are assaulting they measure and move 5" towards that unit they wish to assault. But the unit can not be more than 10" before declaring the charge (this keeps players away from declaring assaults and receiving a few more inches in their move).

Once you have moved your men 4" forward, every base that is in base to base contact you roll an experience test and for every one that has passed, a model is removed from the table. Once the person who charged has resolved all of his attacks, the surviving models of the defenders roll a experience test as well to see if they kill anyone. The person who suffered the most casualties rolls a morale check for the unit, and if it passes the models that were not in base to base contact before may move in up to 2". The 2 rounds continue again with the attacker and defender and the morale check.

If the morale check has failed then the unit has decided to fall back (described more in detail in the morale section).

Morale

During combat things happen like men dieing, to much fire, big explosions, these things make combat really intense and some times it is just to much for a soldier and the flee the battlefield.

You need to test for morale when..

- Unit has gone under 50% strength
- Shot at by a Artillery piece
- Shot at by a tank
- Assaulting a tank
- Charging into an Assault
- When army has lost 50% of its units

To test for morale you roll 2d6 and compare it to your units morale score. The more experienced a unit is the higher their morale score usually is.

Rating	Score
Raw	6
Conscript	7
Regular	8
Veteran	9
Elite	10

You must roll under the morale score for it to be successfulness your morale roll is not successful roll 2D6 and look at the table on the right.

Roll	Effect
1-4	The unit routs the battlefield and is removed from play.
5-6	The unit falls back 3d6" and then recovers. If it gets within 6" of a friendly unit, the unit must pass a morale test or fall back 2d6".
7-9	The unit retreats 2d6" and then turns around to face the enemy.
10-11	The Unit slightly falls back 1D6+2" to gain an advantage
12+	This unit is still going to hold due to their strong will power.

Special Rules

The rules covered before hand are the basic rules to the game, later on in future supplements there will be more rules which will be more detailed to other time periods within the history of this world.



Drop Troops

Drop troops or paratroopers jump from airplanes or helicopters to launch a surprise attack upon an enemy force.

These troops are usually better trained than other units and have a wider variety and different types of weapons they may access.

Para drop: Due to the mission you may be able to drop down with a parachute force and try this daring feat to catch your enemy off guard.

To begin, you select 6 points on the table where your target drop will take place. This will be the target for your troops, if your enemy has any Anti Aircraft guns, you need to automatically roll 2D6 and consult the table below.

Effect	Roll
Nothing Happens	1-4
You take some fire and need to save against a 2 for 25% of a unit.	5-8
Nothing Happens	9-10
You take heavy fire and need to roll against a 3 for all of that unit	11
The Airplane has been shot down.	12

You need to roll this per Anti Aircraft gun on the table. There is 1 Unit on each aircraft for a large scale game. There is 2-3 Units on an airplane for a skirmish level game. Once the casualties from Anti Aircraft guns has taken place, you need to check exactly where your unit will land. So you place the squads in the target points and get everything on the table.

Then you roll Roll 1D6 and consult the wind/directional arrow Template to see which direction your men have landed. Then proceed to roll 2D6, this is the amount of inches your men have landed in that direction. You then place the unit there with each base being 5" inches away from each other.

A squad that has gone through everything above now has hit the dirt hopefully near their drop zone and can continue on to their objective. Each para drop unit hits the ground though as if they were under fire and the first turn still acts as if they were under fire EXCEPT for the shooting penalty.

Terrain: If a squad lands in very difficult terrain they need to roll to see if they have survived the landing. They must roll a D6 and on a roll of 3+ they have survived.

Landing off Table: If a unit ends up landing off table they are off track and must act as if they were reserves for the battlefield After the 2nd turn the player rolls for their unit to arrive on the board. The unit rolls an experience check to see if the unit was adept enough to find their way back to the drop zone and continue their mission.



Unit Special Abilities

Units often tend to come from different areas of experience and backgrounds which makes other squads better at certain subjects.

Agile- This units racial/training features allow them to quickly move across the battlefield. They gain an extra 4" in their deployment zone.

Assault Troop- These troops have the training and guts to risk charging straight into the face of the enemy. These units gain +1 on their experience roll in close combat.

Berserk- A unit with this ability is a little crazy and fights for the sequel of pain and the spray of blood. These units always fight with an *ELITE* Morale status regardless of their true experience.

Bomber- This unit carries heavy explosives to naturalize enemy structures and vehicles. Units with this special ability gain a +2 to their firepower roll when assaulting vehicles.

Scout- A scout unit may deploy an extra 2d6" away from the normal deployment zone. Due to their quick reactions if fired upon they may pull back 1d6+4" to cover if in the open.

Peon- This unit is always a conscript unit and may not shoot at long range. If assaulted they will turn and run.



Hero- On a battlefield there is sometimes a man with just so many heroic characteristics and seems to suppress all difficulties that are thrown at them. Heroes may choose up to 3 Special unit Abilities for themselves.

Hard Core- This unit has been through a lot is naturally just cold and mean. They get a +1 on their saving throw dice scores. They also act 1 Level Higher on the morale table then what their experience is.

HQ- This unit is what gets everything coordinated on the battlefield and represents you the player. If an allied unit is within 15” of the HQ then the player may re roll a failed morale check, and a failed command response check.

Stealthy- This unit is adept at being quite and sneaky. They may not be deployed at the beginning of the game, but be put off to the side and use the ambush rules stated later on in the rules.

Terrifying- This unit sends chills down enemy soldiers and can make them run just from the sight of them. Any unit that gets within 15” of a terrifying unit must roll a morale check.

Good Shot- This unit are expert shooters and have taken much time to learn how to properly hit enemy units. This unit receives a +1 when shooting.

Heavy- This unit is weighed down by something and must move at a slower pace. This unit moves -6” on all unstandardized movement (like morale failures for example).

Charge!- Units with this special rule are experts in close combat and may charge and extra 4” when closing to an assault.

Guerrilla- A unit with this special ability uses guerrilla tactics to try and win the day. These units receive the **Stealthy**, **Scout**, and **Peon** special rules.

Fanatic- A unit with this special rules ignores all morale checks due to their belief in their fight. (Note that no more than 1 unit may have this special ability)

Tough- Units with this special rule are unaffected by terrifying units.

High Tech- Units with this special rule receive the **Good Shot**, **Terrifying**, and **Tough** special rules.

Fire Teams- Some units are experienced enough to split their squad up in to 2 fire teams that can spread out farther and cover more areas. Units must declare that they are making fire teams and split that unit in half. The half must stay within 18” of each other. They act as if they were independent squads, but in the case of morale if one of the fire teams fails morale the whole complete squad does and both fire teams may run.

Fearless- These units are so fanatical that nothing bothers them. They gain +4 on morale checks, and morale result checks.



Snipers

In modern day combat, snipers are an important part and have been in the last century of warfare. They can make a whole platoon hit the dirt and cower in fear hoping that the snipers sight is not directed to them.

When snipers shoot they automatically hit any units that are moving at any speed in the open. If that unit is under any other circumstance (under fire, pinned, etc..) then the sniper always hits on a 3+ no matter what.

When a sniper hits a squad, that squad instantly becomes pinned.

If the squad has lost 1/3 of the squads size due to the sniper, that squad must roll a morale check.

Deployment: Pick 8 Sniper chips and place them around the map, but not in the enemy's deployment zone. These are the 8 areas where the sniper may be. Before the game find a way to mark which one is the actually location of the sniper. It may be revealed at anytime, but once it is revealed the rest of the chips are removed from the table.



Officers

Each squad is led by a squad leader, before the game begins make sure to nominate a squad leader. They are the link between the commander and the squad.

If a squad leader is killed...

- The unit becomes pinned
- The unit must roll a morale roll
- The unit takes a -4 on command response
- The morale roll does not count if the unit is average, veteran, or elite.

Once per squad in a game the squad leader may call upon his troops to brave through the thick of the fight and continue on.

The squad leader stands up and exposes himself or puts himself to risk to inspire the troops to stop cowering. If the squad leader does this he instantly takes a hit if an enemy squad is within range of him and LOS.

The squad may re roll a morale re roll at the time of the inspiring action of the squad leader.

Jumpy

In combat sometimes squads are waiting around for some action, or are watching directly for enemy units to hit them while they are on the run. A unit receives jumpy status when they have done nothing during their turn.

So a unit with jump status must not have moved or have been shot.

Opportunity Fire

Units in combat, may fire at a unit if they see it move within LOS. So if your squad has done nothing this turn and if an enemy squad comes within range and LOS, they may fire upon the enemy squad.

Vehicles

In Modern actions today, vehicles are used either very commonly or very little (modern day war in Iraq) but never the less, they are a major part of warfare. But included in these rules is a section on vehicles just in case needed for World War 2 vehicles all the way to futuristic ones.

Vehicles work differently from infantry in that they can work in a platoon, or on their own.

Shooting: Every weapon in Counterattack has an Anti-Tank Rating. The higher the rating the better it is VS a vehicle.

1. You check the Anti-Tank rating of the weapon firing.
2. If it is higher than the Armour rating of the vehicle it may be able to do damage towards the vehicle.
3. You shoot normally using the shooting rules.
4. If a hit is caused roll on the hit table on the next page.
5. However many points the Anti-Tank rating is over the targets Armour, you may add +1 to the roll on the table. So if you had an Anti-Tank rating of 6 VS an Armour rating of 4. You would receive a +2 Modifier on your roll on the table.



Roll	Result
1-5	The Shot does nothing
6-7	The Shot has penetrated the Armour damaging the tank, making it immobile.
8-10	The shot has penetrated and blown up the vehicle.
11	The shot Misses
12	An excellent shot that blows up the vehicle so well that anything within 8" of the vehicle makes a save VS a 5 and a 3+ Firepower

Morale: If an allied infantry unit is within the LOS of a Tank being destroyed they must make a morale check to fall back 2d6". This rule only applies to tanks.

When vehicles need to make a morale check they will make them normally using the morale rules.

Special Rules: All tanks by a rule of thumb receive the *Terrifying* Special Rule.

Since vehicles are so powerful any allied squad that is within 12" of a tank acts one level higher on the morale table.

Boarding: Some vehicles such as strykers are meant to transport troops to their desired combat destination.

To board, move the models of the squad into contact with the transport. Then remove the miniatures from the table but take note to which transport they are in.

Disembarking: A unit leaving the transport leaves normally by moving their movement allowance away as moving normally. If the transport has moved, then the squad may not disembark this turn.

The squad may not shoot or assault anything this turn. And if at least 1 casualties is suffered in a shooting after they have disembarked they instantly need to roll a morale check.

Assaulting Tanks: You would act as if it was a normal assault. Except once the infantry reached contact with the tank, they would need to roll a successful skill check, and then in turn would roll a successful firepower check with a -2 modifier on the roll. If the rolls are successful then the tank would need to roll on the damage table.



Aircraft

Aircraft are a big part of modern day conflicts and most likely will still be in future wars. Helicopters prove their worth by providing easy transportation, while gunships have heavy weapons which can easily deliver heavy payloads to their desired targets.

In some situations though, a commander can request all of the air support he/her wants. But in other situations, it may just be gunship passing through the area realizing they could be of some health. There are 3 different kinds of airsupport priorities.

Type of Airsupport	# of Flights	Roll Needed to be successful
Sporadic	1	5+
Requested	2	5+
Priority	3	4+

You may not go over the allowed number of flights.

At the beginning of your turn you must say that you are trying to call for air support.

You need to roll 1D6 and compare the score to the table above. If successful you receive your airsupport.

Shooting: Use the normal shooting rules. Look at the flying units reference chart/card. It may shoot all of its weapons the turn it is called in. Since it flies over the top of the board it can see any unit, but may not shoot units underground (inside buildings) unless they are at windows.

Make sure that you resolve all of the combat before you do anything else. This will make everything run much smoother so you do not have to remember so much.

For Glory!

No battle is ever finished without the unit that miraculously holds to the very last man and fights to the death for glory and honor.

You may only declare these once per turn. The unit may not move at all. They are stuck in that position. They roll no morale rolls no matter what is stated later on or earlier in the rules. They may only shoot at the units in range of them.

They will hold their position till the squad is completely annihilated or the game ends.

Prone

Units that undergo any kind of fire will usually instantly hit the dirt. A unit that goes prone will instantly act as if within light cover. They also will stay that way while under fire and may not move more than half their movement in a turn.

Scenarios

There are many different things that can happen on a battlefield. Objectives may change during the skirmish, or they may stay the same.

To begin with each player rolls a d6 and whoever has the highest has the initiative so to speak. Roll for the type of scenario on the Table below. Whatever type he rolls, will be the role he plays in the battle. For example, if Player 1 rolled a 4, He would fight on the defensive side of the scenario, and the scenario would be picked on the type he rolled.

Roll	Type
1-3	Offensive
4-6	Defensive

Once the player with the initiative has found the type, he rolls on the table below to see what scenario will be played.

Offensive	Roll
Breakthrough	1
Bottleneck	2
Look Above!	3
Meeting Engagement	4-5
Ambush!	6

Defensive	Roll
Hold the line!	1-2
Meeting Engagement	3-4
Ambush!	5-6

You can either choose or roll randomly for the type of mission you and your opponent will be playing. Lets use the above example, Since player a rolled a defensive side of a scenario, he will roll on the defensive scenario table. He rolls a 2, meaning that him and his opponent will be fighting a Hold the Line mission.

Read the steps and mission descriptions in the following pages. They give all of the special rules, step by step setup, and everything you need to begin a glory filled fight!



Random Effects

A soldier's life is not always routine like it is at boot camp. You never know when the enemy may want to advance upon your position at a different time in the day, or at very uncomfortable seasons while you're starving and trying to keep warm.

Night and Day- Sometimes battles are fought late into the night, early in the day, in the blazing hot or cold afternoon. These factors play Huge roles on the battlefield.

Roll to see what time it is..

Time	Roll
Morning	1-2
Afternoon	3-4
Night	5-6

Morning- The sun has started to peak over the edges of the mountains and treetops, and has started to illuminate the land. *Units may see normally but get a -1 penalty to hit rolls if they are shooting farther than 18" away from an enemy unit.*

Afternoon- The sun is up in the sky, and the battlefield can be totally seen. *No special effects apply.*

Night- The light is only seen from the moons, and it is difficult to see unless night vision goggles are present. *Troops that are not properly equipped such as conscripts and regulars, may only see up to 2d6+4" in the dark always. You may want to make note of how far that unit may see.*



Weather- Weather also plays an important roll on a battlefield, snow can hinder movement, heat can severely affect fighting from exhausting. So before a battle, roll below to see what the weather is like.

Roll

Snowing- Winter is here or it may always be, but snow is stacked on the ground, the air is nippy, and blizzards may happen. *If it is snowing, all men receive a 2" penalty towards movement, and night rules for sight apply as well.*

Average- The weather is perfect to fight a normal battle. *No penalties apply.*

Scorching Hot- The heat is equal to or more than 100 degrees and the heat wears out your men. *All men take a 3" movement penalty and may not rush after moving.*



Missions

Breakthrough

In this mission the offensive player has blown through enemy lines in a blitz raging through and cutting supplies, etc. The defensive player has been desperately setting up defenses against this major and deadly push through.

- The defensive Player deploys first deploying up to 8" from the table edges.
- The offensive Player Deploys second 4" from the table edges.
- After both sides have deployed, the offensive player places 3 objectives inside the defenders deployment zone. These can be terrain or markers.
- The board should have **at least** 1 Piece of terrain for each 1 foot by 1 foot square.
- The offensive player moves first, and then the defensive player.

Special Rules

Surprised- The defensive player has been rushed to defenses and have just been recently notified of the enemy breakthrough. *All defensive squads may not be deployed in cover, and must be at least 3" away.*

Forward- The offensive units have surged forward and have been hastily advancing into enemy territory. *All units on offensive side count as moving on the first turn.*

Random Effects

Get HQ on line!- The defending force may roll for a reserve squad that has been summoned by command, after turn 2, roll a d6 needing a 6, the next turn needing a 5 and so on. If you roll that number or higher a squad has rushed to the front to help hold. Roll like you would as if you were rolling for your force, except roll 1d6 and on a roll of 5+ vehicles have come instead of an infantry squad.

All weather and day and night rules apply.



Bottleneck

In this mission, the offensive player has been surrounded, and has been cut off. His goal is to break through the enemy lines back into friendly territory. The defensive player has surrounded the enemy successfully, and now has laid siege upon the enemy force.

- The Offensive player deploys all of his men in the center of the table. Forming a square, that is 16" away from ALL 4 table edges. They can deploy freely.
- The defensive player deploys around the outside of the square that was formed at least 12" away from any enemy unit.
- There should be at least 1 piece of terrain for every 1foot by 1foot section on the table.
- The objective for the offensive force is to push out, and get at least half of the current number of models on the table to exit off of one of the 4 table edges. They must exit off the center of each table edge.
- The objective for the defensive player is to make sure that the offensive player does not push through the lines, and exit off of the table.

Special Rules

Prepared- The defensive units are prepared to meet the enemy. *All men are in light entrenchments at the beginning of the game (these are foxholes for example).*

Last Chance- The men trying to break out of the hell hold there in know this is a last chance to get some hot chow and make their leaders proud. *The determination of all of the offensive soldiers is increased to Fanatical.*

Random Effects

All weather and day and night random effects apply.

Recon

The attacker is not really attacking. He is a scouting force sent to probe enemy lines and cause some damage. The Scouting force must capture one of 4 objectives on the field that he chooses that are within the enemy's deployment zone.

- The defending player places every one of his models legally in coherency across half of the table. Then the scouting force places/marks out 4 terrain pieces or objective markers across the defending players deployment zone.
- The scouting force then deploys his men within 10" of his edges of the table
- There should be at LEAST 1 piece of terrain for every 1x1 foot square.
- The recon force gets the first turn.
- The game has been won when either the recon force takes and holds one of the objectives, has not ran, and has not sustained more than 50% casualties. The defending force is one if all of the men have held out the objectives. They may take no more than 80% casualties.

Special Rules-

Unprepared- The defensive force finds out while resting and relaxing that the recon force is attacking. The defensive forces men may not move until they spot any recon movement or are fired upon.

Scouts- The scouting force has the opportunity to attack at anytime, the scouting force gets to choose what time it is.

Lightweight- If not listed in an army book, scouts may NOT take any heavy equipment, such as Power Armour, Gauss Rifles, etc.

Normal weather rules apply unless gm/table specific.

Encounter

In this mission both sides were advancing forward and met each other on the battlefield. They are now fighting to destroy each other and continue on with what they had to do. This is different from the average game, there are no objectives on the battlefield except for to kill all enemy units or make them route.

- Instead of rolling for offensive and the defensive player, each of them roll a d6 and the highest score chooses whether or not they will deploy first or their opponent. Afterwards, the same thing is done this time to see who goes first.
- The player who goes first may move his men and then it is the next players turn.
- The first person to annihilate the opposition or make them run has claimed victory for the day.

All weather and time rules apply.



Hold The Line!

The defending players force is defending a very strategic position and has been ordered to hold at all cost. The offensive player must try to capture 1 of 2 objectives to be successful in the attack. This would be one of the very important battlefields in a campaign.

- While you are setting up the table, the defensive player gets to do a little of his own terrain placing. He may place 2 Mine Fields, 2' of Barb Wire, 2' of trenches.
- The defensive player gets to deploy first, but may only deploy half of his units. If multiple platoons are in consideration, deploy half of the platoons. If there is an odd number round down. So if a person had 5 platoons, he would deploy 2. The defensive player may deploy within 18" of the rear table edge.
- The offensive player may deploy his whole entire force within 12" of the rear table edge.
- The offensive player starts the turn.
- The game ends in 8 turns or when the attacking player holds an objective at the beginning of his turn.

All Weather and Time Rules Apply.

Special Rules:

To the Last Man!- The defending players troops have been ordered to hold to the very last man and they gain one bonus on the resolve table, by that they may act as if they were 1 morale level higher. So if a Conscript unit had to roll for morale, then they would not have to since they are acting as if they were a average unit.

We cant Hold!- For the defensive player, after the 3rd turn roll a D6 and on a 5+ A squad or platoon from your force arrives on table to the most threatened objective. You get 1 more D6 at the beginning of each turn.

Death From Above

This is an airborne scenario and must follow the airborne rules.

The offensive player is trying to launch a surprise attack upon the defending player behind enemy lines. He will do this by airdropping in.

- The offensive player places 4 objectives for a bigger game and only 2 for a smaller game.
- The defending player then places all of his units anywhere around the board

The game is won when the airborne units have taken one of the objectives and have held it for 1 turn.

Ambush!

The offensive player was advancing through enemy lines while all of a sudden all hell broke loose and now the offensive players force is fighting for its life. The Defending player will be considered the ambushing player.

- The attacking player deploys in the center of the table. In a 16" circle. The ambushing player needs to wipe out his whole entire force.
- The ambushing player may deploy anywhere on the table.



Army Organization

There are 2 ways to create a force for Counterattack. The first one is a random system to never know what your force is going to be, and what your opponents force is going to be. War is a random affair, some days you have the supporting units you would like and other days you don't.

The second way to resolve creating forces is to use a point system. This allows for battles to be more even and should be used for tourney play. Point systems are never completely fair and that should always be remembered they just provide a happy median upon which forces can be created quickly and with ease.

Everything involving your forces is organized from here on out of what period they belong to. Some will have period specific rules which are located in the **Period Special Rules** section of the book. After all of the points lists, the quick reference weapon sheets will be located at the back of the period. So at the end of the Modern period points lists, there will be Cards (may be photo copied for personal use) that will list the details of the weapons.

Points	Representative
1500	Small/Full Platoon
2500	Small Company
4000	Large Company/2 Companies

Points Organization- Modern

The Following is the points organization for the Modern Conflicts. The American Army and Marine Corp, and Insurgents. There are a minimum and a maximum number of squads a platoon may have. This will be stated by the number ratios listed above the points cost. So if it said 0-3, that means that there can be 0-3 squads of that type.

American Army Platoon-

The American army has an experience level of Regular, unless otherwise noted.

Command Squad: The command squad has at least 2 commanders representing the Platoon Commander and the Second in command, and represents the player on the battlefield.

0-1 Command Squads

Basic Command Squad- 80 points

Upgrades-
Add Veterancy +20 points
Add Elite +50points

Special Rules: This squad receives the *HQ* Special Rule.



Rifle Squad: This is the basic combat squad for the U.S army. This comprises of a 5-10 Man squad. They all carry the U.S Standard rifle, the M-16. Some Squads get to carry a support weapon which can consist of a M-60 or a LAW anti tank bazooka.

1-3 Rifle Squads

5 Man Rifle Squad- 150 points

Upgrades-
Add Veterancy +15points (per figure)
Add Figure +30points (per figure)
Add Support Weapon +20points



Special Rules: This squad receives the *Fire Teams* Special rule.

Sniper Team: Some platoons are lucky enough to be eligible to receive sniper support in combat. Snipers are a very deadly though in modern day warfare due to new sniper rifles being able to knock out targets from far away. These sniper teams consist of 2 Snipers.

0-1 Sniper Teams

Sniper Team- 200points

Special Rules: This Squad receives the *High Tech* and *Stealthy* special rules.

Special Weapons Squad: A platoon usually needs backup when getting into combat with the enemy forces. It is common to see supporting anti tank weapons, and LMG's (light machine guns) within a U.S army Platoon. These squads consist from 2-6 Men.

0-2 Special Weapon Squads

Basic LMG Squad- 100points
 Basic Anti Tank Squad- 120points

Upgrades-
 Add Veterancy- +20points (per figure)
 Add LMG- +50points (per LMG)
 Add LAW- +60points (per LAW)
 Add Riflemen +25points (per figure)

Special Rules: This unit receives the *High Tech* Special Rule.



Stryker squad: Strykers are the main mobilization tool of the U.S army and Marine corp. These light vehicles can carry up to 13 men into combat and have the Armour and weaponry to protect itself and its passengers.



0-2 Stryker Squads

2 Strykers- 350points

Upgrades-
 Veteran +80points

Special Rules: Strykers use the *High Tech* special rule.

Light Support:

Many modern day infantry units that are not carried in by strykers or such can be relocated by means of a Hummer. These jeep like vehicles have mounted weapons on them and can hold their own. A Humvee may carry up to 5 passengers. They are also mounted with a 50. Caliber Machine gun that is very effective against infantry and enemy light vehicles.

0-2 Light Vehicle Squads

1 Humvee- 60points
 2 Humvee's- 120points
 3 Humvee's- 180points
 4 Humvee's - 240points
 5 Humvee's- 300points

Upgrades- (per Humvee)
 Add 50. Caliber HMG- +20points
 Add MK19 Gr. Launcher- +35points



Heavy Support: Sometimes soldiers need some heavy support to make a successful attack. Tanks for example like the U.S M1 Abraham. These are being used in modern day warfare usually at a company level. But in some small actions it is not uncommon to see 1 or 2 tanks supporting infantry.

0-1 Heavy Support

- 1 M1 Abraham- 400points
- 2 M1 Abraham's- 800points
- 3 M1 Abraham's- 1200points

Special Rules: These Vehicles receive the *High Tech* special rule.



Air Support: In modern warfare air support is a vast asset to army's. Apache attack helicopters are the most frequently used by the U.S military.

0-1 Air Support

- Helicopter Support- 220points
- Air Support- 300points
- Upgrades-
 - Sporadic Air- +20points
 - Requested Air- +80points
 - Prioritized Air- +160points

Artillery Barrage: In modern warfare the artillery has become bigger and more powerful. It can also more accurately pin point strikes where they are needed. But these artillery batteries are usually located from far away, and there should be no models of the artillery on the table. But mortars are a light weapon that can only launch from so far so mortars should be represented on the table.

Note, you must have at least within 1500points to be able to pay for an artillery barrage. This does not include mortars.

0-1 Artillery Barrages

- 4 Mortars- 225points
- Light Artillery Barrage-300points
- Medium Artillery Barrage-400points
- Heavy Artillery Barrage- 650points

Marine Corps: The Marine corp and the army have the same basic layout and organization, for ground forces. You may make your force a marine force using the army points list. Just follow the table below. *Marine Infantry are rated veteran and vehicles are normal.*

Points Usually Spent	Point Available
1500	1200
2000	1600
2500	2100
3000	2600
3500	3100
4000	3600

Insurgents:

An insurgent force has an experience of Conscript unless otherwise noted.

Currently all over the world terrorists/insurgents are causing large amounts of suffering upon countries such as Africa, Iraq, Israel, etc. These forces tend to be less organized and to fight in larger numbers than other forces. They really have no clear platoon leaders, and technically are not very organized. So these forces do not get as many special things like tanks, and airsupport.

Rifle Squads: These squads consist of AK-47 proud insurgents. Sometimes they will have an RPG located within the squad. These squads usually have anywhere between 10-15 men in a squad.

2-6 Rifle Squad

Basic 10 Man squad- 130points

Upgrades-

- Add Squad RPG- +35points
- Add 1 figure- +13points
- Add a SAW- +25points



Terror Squad: These squads are crazed fanatics that will do anything to be successful at beating their enemy. They tend to be more experienced than the average rifle squad of an insurgent force. These squads consist of 5-8 AK-47 wielding mad men.

Terror Squads have an experience rating of Average.

0-2 Terror Squad

Basic 5 Man Terror Squad- 160points

Upgrades

- Swap 1 AK-47 for an RPG- +45points
- Add 1 more figure- +30points



Special Rules: This unit receives the *Guerrilla* special rule.

Tank Kill Team: These squads consist of 5 men all with Anti-Tank RPG's. These squads are meant to attack enemy vehicles and strong points.

0-1 Tank Kill Teams

Basic Tank Kill Team- 325points

Special Rules: This unit receives the *Guerrilla* special rule.

Sniper: They may be unorganized and unskilled but the insurgents have been known to use snipers. These snipers are equipped with the Steyr HS50 50. caliber sniper rifle. These squads work alone in that the squad is only 1 model so has no coherency and such.

0-2 Snipers

Sniper- 140points
 Upgrades-
 Add Veterancy- +60points



Special Rules: This unit receives the *Terrifying* and *Guerrilla* special rule.

Improvised Combat Vehicles: Vehicles that have been altered to include LMG's on the beds of trucks or in the dash of a window. These are light vehicles.

0-1 Improvised Combat Vehicle Unit

1 ICV- 120points
 2 ICV- 240points
 3 ICV- 360points
 4 ICV-480points
 Upgrades-
 50.Cal Machine Gun- +35points
 SAW- +20points

Purchasing Traits

For more custimisation to your force you may purchase traits to further flesh them out. You purchase the points for the whole entire squad.

Insurgents

Hard Core- +30points
 Stealthy- +60points
 Agile- +40points
 Fanatic- +120points
 Tough- +50points

Americans

Hard Core- +40points
 Stealthy- +70points
 Agile- +50points
 Tough- +45points
 Fearless- +100points

You do not have to use traits for your forces that you are creating. In fact we recommend that you do not go to town on creating forces with lots of traits. This adds more of a cinematic effect to the game, and leads to more fun most of the time rather than historical accuracy.



Army Organization- World War 2

The following is the points organization for World War 2. These units are based on the mid-late war, but with some easy weapon restrictions and such, these could be converted to other times during World War 2. This will include Germans, Italian, Soviets, U.S, and British.

German Army Platoon

The German army has an experience rating of Veteran.

Command Squad: These leaders were some of the best trained and equipped in the whole war. These men showed very good and true skill on the battlefield.

1 Command Squad

1ic and 2ic- 110points

Upgrades-
Add Elite +30points

Special Rules: This unit receives the **HQ** special rule.

Combat Squad: This is the core unit for a platoon. These squads usually consist of Highly trained and skilled veteran soldier who use the whermachts deadly weapons such as a Kar 98k or MP-40's.

1-3 Combat Squads

Basic 10 Man Squad- 280points

Upgrades-
Add Panzerfaust- +20points
Add MG-32- +25points

Note that you may only add 1 upgrade to a Combat Squad.



Special Weapons Squad: These squads are the real support of infantry platoons. They can be anything from an anti tank squad, to a Heavy Machine gun unit.

0-2 Special Weapons Squad

2 HMG's- 240points

2 Panzerfaust's- 200points

Upgrades-
Add HMG- 120points
Add Panzerfaust- 100points

Note that the squad can not contain more than 4 Special Weapons within it.

Special Rules: German HMG's receive the **Terrifying** special rule.

Sniper Team: German snipers were very devastating to enemy squads/platoons and could ruin anyones day. A sniper team consists of 1 sniper and 1 observer.

German Snipers are Elite.

0-1 Sniper Team

Sniper Team- 80points
 Upgrades-
 Remove observer for Sniper- +50points



Note that you may only add up to 10 men to the squad, and the squad may not contain more than 2 MG-32's.



Upgrading To SS: You may upgrade your army platoons to SS units.

The Command Squad and Combat Squads receive the **Elite** experience rating.

All the other squads within the platoon receive the **Fearless** special rules.

The amount of points you have to spend for your men decreases as follows.

Special Rules: Sniper Teams receive the **Agile** and **Terrifying** special rules.

Assault Squad: These squads were the spearhead chosen to lead attacks on strongholds and tough opposition in urban combat. These squads high experience and rapid fire weapons are deveastating to enemy units.

0-1 Assault Squad:

5 Man Basic Assault Squad- 160points
 Upgrades-
 Add 1 Soldier- +30points
 Add MG-32- +40points

Points	Points allowed to Be spent
1500	1100
2000	1600
3000	2600



A Russian Combat Platoon

Italian Combat Platoon

U.S Combat Platoon

British Combat Platoon

Army Organization-Vietnam

Vietnam, a war different from the others. Different types of warfare went into operation during this war, along with new weapons and tactics. Some of them good, some of them bad, some of them inhumane. Eitherway Vietnam is a very interesting period for soldiers to game in.

American Army

Vietnam was a different war, where experience was highly valued. Men who where FNG (fuckin new guys) could have had exstensive training but have been killed very quickly. While the men who had been in country for a few months new how to act and react.

Due to the vast amounts of varients of experiences in platoons. You roll to see what the experiance of each squad is.

Roll	Experience
1-2	Conscript (FNG)
3-4	Average
5-6	Veteran



Command Squad: The main hub of the platoon, radio, 1ic and 2ic. These lead very effective platoon, but if the leaders experience is not that good, then the whole platoon suffers as a whole.

1 Command Squad

2 Man Basic Command Squad- 60points

Upgrades- +40 For a Reroll On Experience Table if wanted to by the player

Special Rules: This unit recieves the **HQ** special rule.



Combat Squad: These squads are the squads that do all of the dirty work. Go on Patrols, get in intense firefights, etc. They consist of 4-10 men in a squad wielding M-16's. The basic squad consists of 4 men.

1-4 Combat Squads

4 Man Basic Combat Squad- 80points

Upgrades-
Add 1 Figure- +20points
Add Squad LMG- +40points
Add Grenade Launcher- +30points

Special Rules: This squad Recieves no special rules.

Special Weapons Squad: Special Weapon Squads could provide heavy fire support for troops right on the front lines. The basic squad consists of 2 Special Weapons, and it may not consist of more than 4.

0-2 Speical Weapons Squad

2 LMG's- 130points
2 LAW's- 120points
2 HMG's- 170points

Upgrades-
Add LMG- +40points
Add LAW- +30points
Add HMG- +85points

Special Rules: This squad recieves the **High Tech** special rule.



Sniper Team: Snipers are a very deadly fough to face, and in vietnam the jungles were like a constant christmas for snipers.

0-1 Sniper Teams

Sniper Team- 180points

Upgrades-
Reroll for experience- +40points

Random Force Rolling- Modern

This is the most realistic way to roll up a force. This way you never know exactly what you will end up commanding! The rolls may be tweaked and modified to fit the current figures that you may use.

American Platoon

- Roll For the # of squads within the platoon.
- Roll for the number of squad mates within the squad mates.
- Roll for the Squads weapon
- Roll for the Squads Support Weapon

Roll	# of squads
1-3	3
4	4
5	5
6	6

# of Squads	Experience Level
3	Elite
4	Veteran
5	Average
6	Conscript

2-5	SAW
6	M-24 Sniper Rifle

Traits: One of the squads must be designated as a command squad, and this squad instantly receives the *HQ* special rule.

Roll	# of Squad Mates
1	4
2	5
3-4	6
5	8
6	10

If a squad has a veteran status or higher it may pick **1** trait of any kind.



Insurgent Platoon

- Roll For the # of squads within the platoon.
- Roll for the number of squad mates within the squad mates.
- Roll for the Squads weapon
- Roll for the Squads Support Weapon

Roll	Squad Basic Weapon
1	MP5
2-4	M-16
5	M-4
6	Shotgun

Roll	# of Squads
1	5
2	6
3-4	7
5	8
6	9

Roll	Squad Support Weapon
1	LAW

Roll	Experience Level
1	Raw
2-5	Conscript
6	Average

Roll	# of Squad Mates
1	6
2	7
3-5	8
6	10



Roll	Squad Basic Weapon
1	RPG's
2-5	AK-47's
6	AK-74

Roll	Squad Support Weapon
1-2	Sniper Rifle
3-5	RPG
6	SAW

Campaigns

Campaigns make battles more fun and long lasting. They also make a game more strategic due to the fact that if you lose units this skirmish then the next skirmish you may have very tough odds due to your earlier tactical mishap.

There are many ways that a campaign could be run. You should start a campaign as a platoon or company leader and everyone begins on the lower chain of experience. As they progress through battles and win new fights, they may gain in experience and add on to their experience values.

Roll randomly for missions or have a planed set of missions and what will come next if the the mission had been a success or faliure. Roll after a mission to check to see if the wounded come back or if new replacements would be reentered into the squad.

There are countless possibilities for a

Traits: If a squad has the

campaign that you could do for any era. There is a generic campaign system provided within this rulebook, but we recommend that you set and tweak your own campaign to your liking and if you thought it was good, you would submit it to the New Century games website.