

FAST PLAY MODERN RULES

MOVE SEQUENCE	
<ul style="list-style-type: none"> ● 1 platoon dice to spot, fires, moves ● Play reverts to opposition ● Work out ATGW greater than 10" ● AA fire ● Area Fire ● Morale / Communications 	

MOVEMENT	
Infantry	3"
Vehicles in bad terrain	4"
Vehicle in Open	12"
Helicopters	60"

COMMUNICATION	
Change orders	4
Fire mission request	6
Air support mission	8

SPOTTING			
Target / Range	To 5"	To 20"	To 60"
Infantry	5	8	-
Small Vehicles	4	7	10
Other Vehicles	3	6	8
Heli/Plane/ATGW	6	6	6
<<<< Target moves or fires			
Target in cover >>>>			

TO HIT					
Weapon	To 5"	To 10"	To 20"	To 40"	To 60"
Tank Gun	2	3	5	7	8
Auto Cannon	2	4	6	9	-
Small Arms	4	8	-	-	-
Modern ATGW	8	5	5	5	6
Early ATGW	-	8	6	6	8
LAW	6	-	-	-	-
+1 if target moves or is in cover					
+2 if firer moves					
Elite D12, Regular D10, Poor D8					
If ATGW fired more than 10", it is spotted on 6+ and the target may move to cover if within ½ distance and it misses					

TO KO					
	H. Tank	Tank	APC	Soft	Inf
Tank Gun	8	5	2	3	6
Auto Cannon	-	-	6	3	6
Small Arms	-	-	-	6	8
Heavy ATGW	9	4	3	2	8
Light ATGW	-	5	3	2	8
LAW	-	8	6	4	8
Firing on side armour >>>>					
Failure to KO by 1 or 2 suppresses					

AREA FIRE	
Deviation = D6" x direction dice	
Firing Body	Area of Effect (W x D)
Aircraft	4" x 6"
Mortars / Rocket Pod	2" x 2"
4-6 Tube Battery	3" x 3"
4-8 Salvo Battery	6" x 8"

AREA FIRE TO KO			
Tanks	APC	Soft	Infantry
10	8	6	8 / 7 / 6
<<<< Mortars and guns under 90mm			
Bomblets and rocket pods >>>>			

AA FIRE		
Small Arms	To 10"	10+
Auto Cannon	To 40"	9+
Portable SAM	To 60"	9+
Medium SAM	To 80"	8+

DAMAGE TO AIRCRAFT			
5-7	8	9	10
2 x deviation for attacks	Abort run (heli KO)	Damaged Abort	KO
-1 for small arms			

MORALE
Suppressed cannot fire or advance.
Throw 1 dice and score higher than the number of suppressed elements to pass test. If fail then entire platoon cannot fire or advance towards enemy. 2 nd fail entire platoon retires at full speed no firing allowed.

FAST PLAY MODERN RULES

The rules were originally designed by Bernard Garaty, these are the original rules.

MOVE SEQUENCE

Players dice for initiative and then alternate activating one platoon at a time. This gives a flow and ebb to the battle and each player can react to the other.

A unit may only be activated once per turn and when all units have been activated move on to the next part of the move sequence (ATGW resolution for fire over 10”).

SPOTTING

A target must be spotted by the firer before anyone from its platoon can fire at it. Modifiers shift the columns left or right. If the column shifts left off the table it is automatic spot, and likewise if it shifts right off the table it cannot be spotted. Once spotted by a member of the platoon all elements in the platoon have spotted it until it moves out of line of sight.

TO HIT

Roll number or better on D10 to hit
Modern ATGW are Spiral, TOW, Milan Hellfire etc.
Early ATGW are Sagger, Swatter, Swingfire etc
Tank Guns represent all Tank Guns

An Option is to use D12 for Elite troops and D8 for poor troops.

TO KO

Roll number or better to hit on D10

Heavy Tanks are those with Chobham armour or similar. Shift one column to left if firing on side or rear armour.

Again as an option you could roll D12 for more effective guns (120mm) and a D8 for less effective guns (90mm).

A score of 1 or 2 under this suppresses an element. Suppressed units may not fire or advance.

AREA FIRE

This is requested in the Communication phase by Reconnaissance units or dedicated spotters.

Roll a D6 and a deviation dice (a D6 with arrows on each side) that is how far the shot travels in inches off the nominated point.

AA FIRE TO KO

Roll that number or greater to KO the target, a score 1 or 2 less suppresses the element.

AA FIRE

All rolls on D10 maximum range is listed. If hit roll on Damage to Aircraft table.

DAMAGE TO AIRCRAFT

KO is destroyed, 9 means abort mission. The aircraft leaves the table intact. Abort run is the aircraft does not make the attack

but stays over the table for further turns.

A double deviation means the aircraft's attack makes 2 deviation rolls instead of one.

MORALE

Simple morale rules. Roll 1D10 and score greater than the number of suppressed units to pass. A KO unit counts as 2 suppressed units.

If it fails then entire platoon cannot fire or advance towards enemy.

The next time it takes the morale test if it fails a second time the entire platoon retires at full speed no firing allowed.

If it passes the test remove all suppression markers from the elements.

COMMUNICATION

Units roll on the table to change orders, request air or artillery support for the next turn.