

# Prophecy of War

## TURN SEQUENCE

1. Player A rolls for Activation Points (usually 2D6)  
Arriving flanking forces are placed on the table.
2. Player A then activates those units that he/she wants, and can.  
Player A declares the arrival of flank marches for the following round.
3. Player A may move any activated units, and place aerospace in desired position on table. Smoke screens are placed.
4. Player B declares any delayed fire (including AA fire), and then resolves the effects.
5. Player A declares any fire from activated units, and then resolves the effects.
6. Any activated units, that have not fired or moved, may put out AA fire, or be placed on delayed fire.
7. Both players check morale for all units that have come under fire.
8. Remove all aerospace fighters (except those on delayed fire).
9. Player B begins his/her round, reversing roles with player A.

Movement:	Easy going	Good going	Bad going	Difficult
Recce tanks	16	14	10	2
Land tanks	10	8	6	2
GEV tanks	14	12	8	2
Walkers	10	10	6	2
Infantry	2	2	2	2
P.A. Infantry	4	4	4	4
VTOLs	30	30	30	30
Aerospace	Anywhere			

## TERRAIN EFFECTS

**Recce and land tanks** use the following terrain designations:

Easy going: Roads.  
 Good going: Open ground, scrubland, desert.  
 Bad going: Rough ground, fields, urban areas, hills, (open water), snow.  
 Difficult: Mountainous areas, light woods, river/stream crossing.  
 Impassable: Swamp, dense woods, open water (if not amphibious).

**GEV tanks** use the following terrain designations:

Easy going: Roads, open water.  
 Good going: Open ground, desert, snow.  
 Bad going: Swamp, scrubland, hills.  
 Difficult: Urban areas, fields, rough ground, river/stream crossing.  
 Impassable: Mountains, all woods.

**Walkers** use the following:

Easy going: Roads.  
 Good going: Open ground, scrubland, hills, rough ground, fields, snow.  
 Bad going: All woods, mountains, swamp, river/stream crossing, desert.  
 Difficult: Urban areas.  
 Impassable: Open water.

Green	Regs	Vets	Result:
10 or more	7 or more	9 or more	Carry on as normal
7-9	5-6	6-8	No Advance, may fire at full effect
5-6	3-4	3-5	No Advance, may fire at 1/2 effect
0-4	-1-2	-2-2	No Advance, may not fire
-1 or less	-2 or less	-3 or less	Unit surrenders/scatters/routes

## FIRE COMBAT

Under FV on a D10 = 1 casualty

Under 1/2 x FV = 2 casualties

**Direct fire weapons:**

FV is given by:

10 -1 per 6" or part to the target  
 -1 if the target unit is in cover  
 -2 target in prepared positions  
 +/- size difference  
 +/- difference in numbers

**Everything Else vs. ground vehicles:**

FV of 4 against vehicles

(AA units have an FV of 1)

-1 if the target is in cover  
 -2 target in prepared positions  
 -2 if infantry firing over 4"  
 +/- size difference  
 +/- difference in numbers

**Everything vs. Infantry:**

FV of 4 against normal infantry

FV of 3 against power armoured infantry

-1 if the target unit is in cover  
 -2 target in prepared positions  
 -2 if range is over 4"  
 +/- difference in numbers  
 +1 if AA unit

## ACTIVATION POINTS COSTS

To activate a unit: 1

To remove one adverse morale level: 1

To mount/dismount infantry: 1

To spot for artillery: 1

To call down first artillery strike: 1

To call down second artillery strike: 3

To call down third artillery strike: 5

To bring on an off-table flank march: 5

## AA FIRE

Each medium or larger vehicle unit receives an FV of 1 plus modifiers.

AA tanks have an FV of 3 plus modifiers.

**Aerial units FV:**

Aerospace vs. aerospace: 3

Aerospace vs. VTOLs: 4

VTOLs vs. VTOLs: 3

VTOLs vs. aerospace: 2

**Modifiers:** +/- size difference

+/- difference in numbers

## UNIT MORALE TEST MODIFIERS:

D10 + Officer rating

-1 unseen enemy firing upon them

-1 attacked in flank

-1 per additional unit firing

-1 per depleted unit in the company

-1 if unit is worn

-3 if unit is depleted