

Force on Force Play Sheet

<p>Play Sequence</p> <ol style="list-style-type: none"> 1. Initiatives (p20/115) 2. First Aid (p49/135) 3. Reinforcements (p22/115/118) 4. Declare & Test for Unbuttoned AFV(p76) 5. P1 - Declare Overwatch Units (>D6 TC)(p70) 6. P1 - Declare Hidden Units (p64) 7. P1 – Merge Units (p27) 8. P1 -Activate a Unit 9. P2 - Reacts (see below) 10. Resolve Reactions (see below) 11. Repeat 8 to 10 until all P1 units have been activated 12. P2 - Declare Hidden Units (p64) 13. P2 – Merge Units (p27) 14. P2 - Activate a Unit that has not already reacted 15. P1 - Regular units that are fired at or Units on Overwatch may return fire 	<p>Initiative (p115)</p> <p>Each player rolls initiative dice (1 die per 2 inf, 1 die per AFV) Maximum 10 dice per force</p> <p>Modifiers (p20)</p> <p><i>Per three Victory Points earned in the preceding turn (round down) –+1 die</i> <i>Had initiative last turn +1 die</i> <i>More units than opponent +1 die</i> <i>Fore each positive Leader in the Force +1 die</i> <i>Fore each negative Leader in the Force -1 die</i> <i>Scenario imitative bonus/penalty (if any) +/- X die</i></p> <p>Modifiers can never reduce the force to less than 1 die</p> <p>The Force with the most +4 die rolls is awarded the initiative and becomes P1 opposite.</p> <p>In the event of a tie , initiative is taken by the player who won it last turn</p>						
<p>Activation & Reaction (p66)</p> <p>Activation: Declare unit to be activated and state actions.</p> <ul style="list-style-type: none"> • Split unit • Move and/or Fire • Spot Hidden units & Fire at them • Close Assault Infantry or Vehicle • Place Breaching Charge • Hide (<i>no reaction possible</i>) • Spot Hidden Units (<i>no reaction possible</i>) • Request Air or Artillery Support (<i>no reaction possible</i>) <p>Reactions: State units what will react and how</p> <ul style="list-style-type: none"> • Move • Fire • Spot Hidden units & Fire at them • Close Assault Infantry or Vehicle • Request Air or Artillery Support (<i>Overwatch may not react</i>) <p>QT role to establish unit action order</p>	<p>Spotting Modifiers for Hidden Units (p64)</p> <p>Hidden unit must be within Optimum Range.</p> <p>Locating by opposed single TQ Dice needing 4+</p> <p><i>(Modifiers from dice roll are cumulative)</i></p> <ul style="list-style-type: none"> -1 if Detecting Unit Moved Rapidly this turn -1 if Detecting Unit is a Buttoned Up AFV -1 if Hidden unit is Stealthy or Elusive -1 if Hidden Unit's Position is Camouflaged (Dictated by Scenario) <ul style="list-style-type: none"> +1 if Detecting Unit is a Stealthy Unit +1 if Hidden Unit is a Vehicle or Gun +1 if Detecting Unit has Advanced Sensors/Optics 						
<p>Movement (p31)</p> <p>Tactical / Rapid</p> <table> <tr> <td>Infantry</td> <td>6" / 12"</td> </tr> <tr> <td>Mounted</td> <td>8" / 16"</td> </tr> <tr> <td>Vehicle</td> <td>10" / 20"</td> </tr> </table> <p>May Rapid move and then fire but may <i>not</i> fire and then make a Rapid move</p> <p>Out of Contact Movement (p32) (as designated by scenario) has no distance restriction, but may not pass an opponent's unit open Line of Sight</p> <p>Rapid Movement Effects (p31) Receive a -1 penalty to all Reaction Test die rolls and lose one die off Firepower for the remainder of the turn.</p>	Infantry	6" / 12"	Mounted	8" / 16"	Vehicle	10" / 20"	<p>Terrain Effects (p56-63)</p> <p>No Rapid movement</p> <p>Buildings (p57) Water Obstacles(p61) Extremely Rough Ground (p63) Forests and Woods (p62)</p> <p>Dense Woods are impassable to most vehicles. They block LOS past 1" from their edge.</p> <p>Troops within Dense Woods can only see half their Optimum Range to target enemy units inside the terrain with them. Infantry units may only use Tactical Movement through Dense Woods and may claim the benefit of Solid Cover.</p> <p>Heavy Foliage Cover /Jungle Heavy Blocks line of sight. Cannot be seen unless they are at the edge of the terrain feature Visibility inside is ½ Optimum Range impassable to vehicles</p> <p>Average Woods No Infantry movement restriction Average Woods block LOS past 3" from their edge. Visibility within is limited to the unit's Optimum Range. Solid Cover to Infantry.</p> <p>Light Woods no restrictions or special cover benefits.</p>
Infantry	6" / 12"						
Mounted	8" / 16"						
Vehicle	10" / 20"						

Fire Fight Process

Who can Fire – Activated Unit / Interrupting Units (TQ 4+) / Overwatch Units (TQ +1 on dice)

Who fires first – Hidden/Ambushing Units that pass (TQ 4+) always fire first and always before Overwatch interruptions.

In all other situations **Single opposed QT Dice** - Test The unit that passes the Reaction Test with the highest die score will fire first. In the case of a tie (or if neither side passes the test with a 4+), the initiative unit will fire first.

How many times – A unit can continue to fire while it still has dice to role, (-1dice each round of fire) or if they fail a TQ 4+ test.

Support Weapon Annotation

AT RPG (Hvy). AP:3'AT:2(M)

AP :Anti-Personnel Value (3 dice)
AT:Anti-Tank Value(2 dice)
(X):Anti-Tank Gun Value

Overwatch Units - can attempt to interrupt any interrupting unit unless they fail a (TQ 4+) test or run out of dice.

Ranges (p37)

There is no 'maximum range' for most weapons

Optimum Ranges	Ambush	Night	Max Targets	Splitting Fire
TQ D6	6"	12"	3"	1
TQ D8	8"	16"	4"	2
TQ D10	10"	20"	5	3
TQ D12	12"	24"	6"	4

Support Weapons or Enhanced Optics TQ x2

Vehicle mounted or emplaced weapons are always in optimum range

Splitting Fire (p39)

Units can always fire small arms at infantry and Support Weapons on AFV (*this is **not** classed as splitting fire*).

Attacker states targets and number of attack dice to be used.

Note - Support Weapons dice cannot be split.

Infantry Unit Fire Power (p39)

Fire Power is number of figures in the unit (not injured) + Special weapons Dice = number of QT dice

Modifiers

1 Die for each figure not injured

+1D Light Support Weapon (LMG/UGL)

+2D Medium Support weapon (RPG2/MMG)

+3D Heavy Support weapon (HMG/RPG7)

+1D Target in Optimum Range

+1D Target Is Exposed (p35)

+1D Target move Rapidly this turn (p32)

+1D Unit is Well Supplied

Infantry FP Max of 10 die (Then subtract)

-1D Unit Poorly Supplied

-1D Unit moved Rapidly this turn

-1D in defensive fire vs. Close Assault

-1D for each Reaction/Overwatch fire after the first in a turn

-1D for each move as part of a Reaction or Morale test failure

½ Dice if at night & out of Optimum Range (p43)

Also see Infantry Fire from Vehicles (p78)

Infantry Unit Defence (p36)

Basic defence is the number of figures in the unit (not seriously injured) or the Fire Power of the attacker against it, whichever is less.

Effective defence = Basic + Cover + Armour

Cover (p63)

+1D In Cover - within 2" of cover template or QT check (p34)

+1D Solid Cover (inside buildings, behind walls, etc.)

or Intervening Cover: If enemy fire passes over an intervening terrain feature to reach a unit, it may claim the Solid Cover bonus (assuming the terrain would provide Solid Cover under normal circumstances).

+1D Deployed smoke this turn

+2D Improved Cover (shallow trenches, sandbagged walls, etc.)

+3D Fortified Cover (concrete bunkers with firing slits)

+4D Fortified Cover (and stated in scenario)

Armour(p63/79)

+1D Light body armour (Early flak jacket HE only)

+2D Hvy/Imp body armour

+1D Infantry in open topped vehicles or tank riding

+2D Infantry in open topped AFV

+3D Infantry in an APC with firing ports and top hatches

All modifiers are cumulative

A Units defence can never be < 1

Suppressive Fire must be stated before firing (p41)

-2 FP Dice unless firing LMG (not Saw), GPMG, MMG, HMG or AGL these always cause suppressive fire.

Attacker needing at least one 4+ (with or without causing casualties)

All infantry units engaged by **Intimidating Weapons** must make a Morale (MQ) Check to avoid becoming Suppressed

Suppression Fire Results

Low Confidence Units: Make Morale Check with a -1 Negative Die Shift to their Morale –(Failure unit is Suppressed)

Confident Units: Make Morale Check if Suppression attempt pass on 3+. (Fail and unit is Suppressed)

High Confidence Units: Cannot be Suppressed

Suppressed units are pinned but multiple suppressions do not cause pull back. This last until the end of the turn.

<p>Standard First Aid Table (p49)</p> <p>Roll 1D6:</p> <p>1 Dead. Unit may act as normal if it passes a TQ Check. If not, it may only react fire to fire this turn, but may act normally next turn.</p> <p>2, 3 Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.</p> <p>4,5 Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.</p> <p>6 OK, gets back up! Unit may take turn as normal.</p>	<p>Advanced First Aid (Medic) (p51)</p> <p>1 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.</p> <p>2 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.</p> <p>3, 4 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.</p> <p>5, 6 - OK, gets back up! Unit may take turn as normal.</p>
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<p>Morale Dice (p54)</p> <p>Low Morale: D6 Average Morale: D8 Good Morale: D10 High Morale: D12</p> <p>1 dice for each combat effective figure. 4+ are 'Pass' else 'Fail'</p> <p>Morale Check Points (p54)</p> <p>ALL TROOPS:</p> <ul style="list-style-type: none"> Each time a Unit takes casualties Each time a Unit is fired upon by a weapon with an unmodified Firepower of 4D+ Each time an IED is detonated within 10" Each time a unit is subjected to an artillery salvo or air-strike Each time fire from their unit injures/kills a civilian or non-combatant <p>NORMAL CONFIDENCE TROOPS:</p> <ul style="list-style-type: none"> Each time a unit is fired on by support weapon or vehicle mounted weapon with an unmodified Firepower of 3D+ <p>LOW CONFIDENCE TROOPS:</p> <ul style="list-style-type: none"> Each time a Unit is fired on <p>Morale Check Points for Irregular Units</p> <ul style="list-style-type: none"> Each time an Irregular unit without a leader is fired upon Each time an Irregular unit takes casualties Each time an air strike or Regular artillery mission hits within 6" Each time the Irregular Unit's Control Unit is more than 6" distant or out of LOS 	<p>Regular Morale Results (p55)</p> <p>Stand Result: (More pass than Fail) Successful Morale Check. No adverse effects.</p> <p>Pinned Result: (Equal to or greater Fails are Pinned that turn) Unit may move to cover no nearer the enemy or attempt to get 'In Cover' - 1 dice shift to TQ >6 stop firing</p> <p>Pull Back Result: Second Pinned result forces a Pull Back. - Move to nearest cover up to 6" away from last unit that fired at it. Must regroup next turn. No movement, return fire only.</p> <p>Irregular Morale Checks (p112) (Even score= Pass)</p> <p>Stand Result: Successful Morale Check, but may Shrink.</p> <p>Shrink Result: Remove one figure for each Morale die with a score of 1. Remove Special Weapons last. Irregular leaders are never removed in this manner.</p> <p>Shaken Result: Failed Morale Check. Shaken unit suffers a -1 Die Shift Modifier. Units whose Morale Die is reduced below a D6 have broken and are removed from play.</p> <p>Shaken units must move to cover and may not move towards the enemy.</p> <p>Shaken units spend the duration of the next turn recovering their will to fight. Any movement they make must be away from the enemy and they may not engage enemy units with fire or close combat attacks.</p>	<p>Morale Check Points for Vehicle Crews (p85)</p> <p>Low Confidence Vehicle Crews Make a Morale Check:</p> <ul style="list-style-type: none"> Each time their vehicle is fired upon by an Infantry Gun, AT Gun, or Tank Gun Each time a friendly vehicle within 12" and in LOS is damaged or destroyed <p>Confident and Low Confidence Vehicle Crews Make a Morale Check:</p> <ul style="list-style-type: none"> Each time a friendly vehicle within 12" and in LOS is destroyed Each time an IED is detonated within 10" Each time a unit is subjected to an artillery salvo or air-strike <p>All Vehicle Crews Make a Morale Check:</p> <ul style="list-style-type: none"> Each time the crew takes casualties When their vehicle is damaged (immobilized, gun destroyed, movement or firepower reduced) Each time fire from their vehicle injures/kills a civilian or non-combatant <hr/> <p>Bail Out Checks (p86)</p> <p>Low Confidence crews make check any time vehicle is hit.</p> <p>Confident or High Confidence Crews need only make a Bail Out Check if their AFV suffers actual damage</p> <p><i>Safe Haven:</i> +1 Positive Die Shift for Bail Out Checks</p>
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<p>Infantry Close Assault AT Weapons (p91)</p> <p>Improved AT (Molotovs, Sticky Bombs): +1D</p> <p>AT Grenades: +2D</p> <p>Limpet Mines: +3D</p> <p>Satchel Charges: +4D</p>	<p>ATGM Firepower (p87)</p> <p>1st Generation (MCLOS) ATGMS (AT-1, 2, 3): AP:4D/AT:3D(H)</p> <p>2nd Generation (SACLOS) ATGMS (TOW, Milan, AT-4/5, etc., including AT-14 Kornet): AP:4/AT: 4DS(H)*</p> <p>3rd Generation "Fire & Forget" ATGMS (Javelin, Spike): AP:4/AT: 4D(H)**</p> <p>ATGMS use the Heavy Guns column on the vehicle damage table AFVs suffer a -1 die penalty to their Defence vs. ATGMS</p> <p>No ATGM may be fired at a target closer than 6"</p> <p>*Negates ERA **Negates ERA, Deck Attack</p>
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<p>Infantry Fire from Vehicles (p78)</p> <p>APC or IFV with firing ports. ½ Fire power / Small Arms and SAWs only / Firepower Cap is reduced by half (to 5D).</p> <p>Infantry in an APC or IFV with firing ports and top hatches. ½ Fire power / Small Arms, SAWs and Fired Grenades only.</p> <p>Infantry in open top or soft-skin vehicles may fire with their full Firepower -1 die.</p> <p>Infantry riding on top of a vehicle such as a tank may fire with their full Firepower -2 dice.</p> <p>Infantry firing from a vehicle may not use any weapon which creates a back-blast (RPGs, LAWs, etc.) or that normally require a ground mount/tripod to fire (heavy machineguns, mortars, AGLs, etc.).</p>	<p>Firepower for Typical Sticky Bombs & Suicide Vests (p89)</p> <p>Improved Sticky Bomb: 2D (Light Gun)</p> <p>Sticky Bomb: 3D, 3" radius (Light Gun)</p> <p>Satchel Charge/Limpet Mine: 4D, 4" radius (Medium Gun)</p> <p>Suicide Vest: 6D, 6" radius (Medium Gun)</p> <p>VBIED (car): 8D, 8" radius (Heavy Gun)</p> <p>VBIED (pickup or van): 10D, 8" radius (Heavy Gun)</p>
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Infantry None A/T Weapons v Vehicles (p86)

Non-AT Infantry Support Weapons	Soft skin vehicles	Up-Armored Soft Skin Vehicles	Light	Medium	Heavy
Small arms	Full FP	½ FP	No Effect	No Effect	No Effect
Light non-AT support	Full FP	½ FP	No Effect	No Effect	No Effect
Medium non-AT support weapons	Full FP	Full FP	½ FP	No Effect	No Effect
Heavy non-AT-support weapons	Full FP	Full FP	½ FP	½ FP	No Effect

Notes *1/2 Firepower is rounded *down*
None A/T are -2 to dice on damage table

Vehicle Firing (p78)

A vehicle may only fire its main gun and one secondary weapon system on a single activation.

Vehicle weapon fire may not be "pooled" for AT fire, each AT attack is resolved **separately**. Vehicle weapon attacks against the same infantry unit may be pooled.

AFVs moving at **Rapid Speed** receive a -1 to their die roll for all Reaction Tests.

AFVs that are **Buttoned Up** receive a -1 to their die roll for all Reaction Tests. This is cumulative with the Rapid Speed penalty.

Vehicles lose 1D of Firepower for each Action/Reaction after the first, but they do not lose movement.

Like infantry units, a vehicle may only React with movement once per turn.

Like all other units an AFV that fails a Reaction Test will fall off Overwatch.

Vehicle Defence (p80)

Typical Vehicle Defence by Class

Soft-Skinned Vehicle: 1D6
Light Vehicle: 3D8
Medium Vehicle: 3D10
Heavy Vehicle: 4D12
(see individual vehicle stats)

Modifiers (All Modifiers are cumulative)

+1D Target at Rapid Speed
+1D Target more than half obscured
+1D Target more than half covered by solid cover (hull-down)
+1D Discharged smoke this turn
+1D Reactive Armour (ERA) on FIRST missile/RPG attack per facing covered

A vehicle's Defence can never be reduced to zero. No matter what negative factors apply, a unit will always have at least one Defence die.

1 hit = 1D8, 2 hits=1D10, 3 or more hits= 1D12 on result table

Life Saver: +1 Positive Die Shift for Crew Casualty Checks.

Results (p83)

Vehicle Suppressed: - (TC check) Fail = -1 D shift Reaction Tests and Fire for duration of turn

Mobility Hit – Half All Movement: - Bail out check and (2x mobility hits = Immobilisation)

Optics Damaged – 1 RT: - Bail and out checks and -1 Reaction Test checks for the rest of the game

Weapon Damaged – Half FP: - Bail out checks and All weapons FP are ½ (2x hits Main gun KOed)

Immobilized: - Bail out checks and vehicle stuck in place for the duration of the game

Main Gun K/O: - Bail out checks and Main gun KOed

Vehicle Kill: - Casualty check and vehicle is combat ineffective

Brew Up: - Vehicle destroyed in fireball, Casualty checks with -1 D shift on TQ

Catastrophic Kill: - Vehicle is destroyed with all crew and passengers killed

Casualty Check: - TQ check on each crewman and passenger, Fail = casualty

Secondary Hits: - in the same location, crew casualty checks only (no further damage)

Vehicle Attributes: (p140)

Active Proactive System 1(APS1): +1D v ATGM/RPG *
Active Proactive System 2(APS2): see above and p140
Advanced Armour: +1 positive dice shift in defence
Advanced Optics/Sensors: x2 Optimum Range against locating Hidden units
Amphibious: cross water at tactical speed
Anti-personnel Grenades: 3D8 v Close Assault Infantry
Bar Armour: +1D v RPG & missiles
Counter Measures: +1D v ATGM attacks
Deathtrap: +1 to dice role modification on damage results
Enhanced Fire Control: +1D to Fire Power
Explosive Reactive Armour: +1D v Missile & RPG *
Fire or Move: Can only Fire or Move in the same turn
Hardened: +1D v Mines, IEDs and Artillery
Heavy Hitter: +1 to damage dice role

IED Counter Measures: QT if within 8" of remotely detonated IED

Improved MGs: 4D Fire power to MGs

Life Saver: +1 Dice shift on crew survival roles

Light for Class: -1D Defence

Mine Resistant: +1D v Mine or IED

Obsolete or Poor Armour: -1D & -1D Shift in Defence *

Restricted Arc of Fire: Reaction QT with -1 to dice after 1st each turn

Safe Haven: +1 Positive Dice Shift on Bail Out checks

Slow Turret: -1 to reaction tests after 1st each turn

Smoke Dischargers: +1D in defence

Technical: Optimum Range is TQ

Up-Armoured AFV: +1D in Defence

Up-Armoured Soft Skin: Extra +1D Defence (2D6), count Armoured to small arms.