INCIDENT D6

BETA - 0.4.5

Tabletop Combat & Lite RPG for Humanoids,
Vehicles and Creatures

INCIDENT D6

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Incident D6

Tabletop Combat & Lite RPG for Humanoids, Vehicles and Creatures

This is a simplified but realistic wargame with some optional RPG mechanics. It is aiming to emulate a realistic feeling of fighting and moving around a contested space but keep bookkeeping and rules to a minimum.
RPG elements are designed to supplement action and combat, providing a quick action resolution system that can be applied to anything.
When combined with a character, vehicle and item profile that syncs across both systems, you can have a complete and malleable TTRPG experience.

If a system can be abstracted into a simple rule or D6 roll with modifiers, it will be done so. The intent is to create the same behaviours and puzzles realistic combat does, without creating strange artificial circumstances.

This is not a full combat simulation, that's only possible with computer assistance or a lot of maths and big tables. We like to think it’s a bit more fun than bringing out a calculator every few minutes.
The rules have been balanced around what you'd expect from your average rifleman for most defaults.

This is a BETA

Incident D6 is currently in BETA release, which means some aspects of the game are still being worked on and we want to get your feedback on this release.
This version is primarily intended to support the military horror novella-scenario ‘Get a Grip’, by Killian Swine.

The core mechanics and broad shape of the game are not likely to change, as we’re relatively happy with movement, combat, activation, background and reaction systems.

What will change is formatting, readability, proofreading, balance and adding any sections we think are missing (such as state templates, weather, drones, IEDs and sample force lists).

Please let us know what you think or your suggestions!

Core Rules Are Free

Incident D6’s core rules will remain freely available.
We feel more comfortable making these rules available to everyone and funding their production by selling supporting media (e.g. deluxe eBook editions, print editions, novellas, scenario packs and faction lists).
Our goal with this ruleset is to create a free base for players to get into narrative wargaming and have a system that is also compatible with RPG play.

Start Here

The main game loop consists of:
Round → Turn → Activation & Background Activity.

You Will Need

- This rulebook.
- A scenario, such as ‘Get a Grip’.
- Miniatures, individually based.
    - A squad to a platoon each side is ideal.
- Measuring tape in inches.
- A protractor for angles.
- Six-sided dice (D6s).
    - A selection of colours helps, for differentiating rolls and marking effects.
    - Different sizes also help.
- Tiddly winks and counters.
    - Plastic coloured tokens.
- A couple of hours to a full day, or a semi-permanent place to leave the game and return.

Model Scale

These rules have been designed with 15mm figures in mind and to be played on a 4’x4’ table.
If you are using a different scale, keep the same measurement distances if you play on the same table size, or increase your measurements relative to the table size.

Core Loop

A Round consists of one turn by each player, including any associated background activity. When discussing rounds in an in-progress activation, the round for that activation ends after the other player has activated and it comes back to you.

A Turn is a player activating and then performing any background activity.
In order to choose who takes a turn first, use initiative tests.

An Activation is a figure being activated and performing two actions or two figures being activated to perform one action each. *This represents roughly 6 seconds of real-time action.* There is no restriction on activating figures and they do not become exhausted from doing so. If you want to dedicate your entire game to activating only one of your figures, you can do so.

Initiative Test

To test initiative, both players roll D6s until there is a clear winner. Apply the following to each roll, where applicable:

- +1 if you outnumber your opponent
- -1 for each leader downed or killed
- -1 for each vehicle wrecked or worse

Activating

When a figure is activated, they may perform actions from this list.

A character with one or more stress token(s) cannot perform any actions except ‘Remove one stress’.

- Remove one stress
- Move
- Sprint
- Hide
- Shoot
- Aim
- Throw/Launch a grenade or explosive
- Melee (if already in contact)
- Reload/change ammo type/clear jam
    - Only dedicated assistants may do this for another figure.
- Swap/pick up equipment (within 1”, move to)
- Treat injured
- Spot
- Use equipment
- Enter/exit vehicle
- Swap seats
- Generic Resolution
- Group Activate (if not a Group Activate Action)

LEADERs, LP & LR

Leaders are characters designated as one. On their sheet/stats, the keyword **LEADER** appears under their name. Leaders are mostly used as buffs for initiative and morale. Being a leader is different from having leadership skills and being able to lead others, as any figure can have leadership skills and stats.

LEADERs can also remove stress as part of background activity.

Group Activations

Figures with leadership skills will be able to perform one action with a defined number of figures (LP) and within range (LR) as a Group Activation.

You do not need to be a leader to do this but your characters, faction and scenario may also define command structures, which limits who can lead who.
If you are unsure, generally characters cannot lead those higher in the hierarchy than them but can usually lead those within their immediate unit (squad/team).

You cannot recursively use Group Activate on activated figures that also have LP.
Leading figures may move, charge or throw a smoke grenade at no LP cost, if they’re not stressed.
Performing any other action with the leader costs 1 LP.

If a leader is stressed mid group activate, it does not interrupt the Group Activation.

Lastly, any figures who were in two Group Activations this Turn (leading counts) and did more than the ‘Remove one stress’ action in either, take a stress.

Background Activity

After resolving the activated figure or group, the active player may use Background Activity with any of their figures and vehicles that did not take part in that activation (this includes reactions, close assault and forced movement).

Figures using Background Activity:

- Cannot be stressed (unless they are a LEADER using ‘Remove one stress’).
- Cannot move into base contact with an enemy figure.
- Trigger and resolve Reactions separately for each figure.
- Follow all normal movement, terrain, Hiding and other applicable rules.
- If a vehicle crew member, the vehicle must not have been operated by any other crew member that Turn.
- Only leaders can ‘Remove one stress token’ (see below).

Each eligible figure may do one of the following:

- Infantry Move, using its normal movement allowance. May carry things as normal.
    - They may Hide after if they moved half or less of their normal movement.
- Vehicle move, using half of its normal movement allowance.
- Stabilise a Downed and Bleeding figure it is already in base contact with.
- Enter/exit vehicles and swap seats.
- Throw or launch one smoke grenade.
- LEADERs can remove one stress token from anyone in their LR, including themselves. If they are stressed, they may remove one stress from themselves but they cannot remove anyone else's until they have no stress left. This counts as background activity for both the LEADER and the target.
- Reload or swap weapons.
- Spot, if a suspicion token is returned to the hand in exchange (see below).

For reaction purposes, background activity can only be done as a group if those figures were within 1” of each other when the action started, otherwise they count as performing that action individually.

Spotting Background Activity Cost

During Background Activity, a figure may make a Spotting attempt by returning one placed Suspicion token to its pool.

Vehicle Background Activity

A vehicle not operated this Turn may perform one Background Activity if the required crew member is present, unactivated and not stressed or Downed.

It may:

- Move half of its allowance once using its normal movement rules.
- Perform a routine non-offensive vehicle action, such as reloading a weapon, turning a turret, opening or closing hatches, or similar simple activity.

It cannot fire, Sprint, Spot, Lead, call support, or perform another offensive or complex action as Background Activity.

If the vehicle moves, resolve Reactions normally.

Movement

Figures move 6” per action, plus their agility buff and any terrain penalties (see below).
This represents a brisk walk/jog from your average person, while looking around.

If a figure is moving through rough ground, such as marsh or long grass, then remove 1” from their movement. Building interiors count as rough ground where normal interior clutter would impede movement.

You must remain 1” away from figures you cannot charge (see Melee).

When you're finished with your movement action, you may turn your figure in any direction.

If this was a ‘forced movement’ like retreating, you must face the direction you moved in or away from whatever caused it.

Sprinting

Sprinting is similar to movement but the figure gains 2”, to move 8”.

During and after sprinting, a figure is visible until they intentionally hide again (such as another move action).

Sprinting must be done in a straight line, the figure cannot enter rough ground or cross obstacles that affect movement.

You are allowed to move and sprint, sprint twice etc. in an activation.

After sprinting, you must keep your figure pointing in the direction it travelled.

Climbing, Obstacles, Walls & Heights

Shin height and below obstacles can be ignored.

Up to waist height obstacles must be stopped to cross. On your next activation, you may cross over it and perform a movement as if through rough ground.

For larger obstacles and walls, you will need to use another figure to help you up.
Both of your figures must start their activation there and together, a full action places both figures at the top.
Figures can only climb if the surface allows or it is just above their head height.

For ladders, figures can move up these as if they were rough ground. If the length of the ladder exceeds the remaining movement value, place the figure at the top with a stress token.

Retreating & Forced Movement

When retreating, figures move half their movement away from the target. They cannot move towards enemies or bodies in LOS.

If for any reason a figure cannot move the full amount, or the retreat is not forced and you don't want to move that figure, add a stress token and leave them in place.

Figures are allowed to hide after retreating, if able.
Figures should move towards cover if possible.

If a vehicle needs to turn to move away, turn the shortest possible distance needed to accelerate (or reverse, if applicable), then move.

If stressed, vehicles and figures should be faced in the direction they have retreated. If not, the player may alter their facing if their movement rules allow.

Visibility & Hiding

Line of Sight (LOS)

If you can draw a straight line to your target from your figure's eyes and it is within your vision arc, it is in line of sight.

For infantry, their vision arc is their front 180 degrees.
For vehicles, it's 45 degrees for the turret and 180 for mounts.

If the target is hidden and cover or concealment intervenes with any part of it, it is not in line of sight.

Hiding

A figure may hide after moving for free or as an action, as long as they are not sprinting.

A figure can fire while hidden but will reveal themselves.
A figure that fires cannot Hide again during the same activation, even if it subsequently moves.

Forced movement, including retreating, reveals a Hidden figure.

For realism's sake it is best to mark when a unit is NOT hidden, as it allows players to make mistakes when assessing the table.
If your side has suitably painted miniatures, their camouflage

scheme and positioning can be a real advantage in different areas.

Hidden figures generally cannot be targeted directly and any hits are usually due to proximity to unhidden figures or suspicion tokens.

In the Open

A figure is considered in the open to an enemy if there is no sufficient cover between them and that enemy.
Vehicles may provide cover for infantry if they move together as a Group (see below).

For infantry, brief exposure of 1” or less during a movement does trigger reactions but cannot hit, only stress. If you are in doubt, assume they are exposed.

For vehicles, if any part of it would be considered in the open during a movement for more than 1mm, it can be reacted to. If the enemy is within 1” of all of the figure’s intervening cover, it is in the open. If you are in doubt, assume it is in the open.

Unless sprinting, the following applies:

- Cover covering a figure's waist prevents a figure from being in the open if it lies between them and the enemy. (Considered “waist high”).
- Cover intervening with a figure’s base can also prevent a figure from being in the open, but the figure must be within 1" of it. (Considered “foot high”).

For vehicles, cover and concealment must cover at least half of its hull to prevent it from being in the open.

If the enemy is higher than the figure, measure from roughly their eye height. This can change if a piece of cover is considered waist or foot high. If you are in doubt, assume it is waist high.

If a figure becomes exposed at any point, they count as being in the open from the first point this happens.

Sprinting In The Open

While Sprinting, intervening cover only prevents the figure from being in the open if they remain within 1" of it during their movement.

LOS and exposure are checked throughout the Sprint in the same way as other movements. The figure does not need to use its full movement allowance.

Vehicles and Infantry Group Moves Cover

If a character moves in the same activation as a vehicle, the vehicle will provide cover for that character along the length of its movement.

Also applies to background activity.

Spotting

To spot Hidden enemies with a figure, choose a point in LOS.

Grab a D6, or two D6 if the chosen point is within 6" of the figure.

Vehicle crew members lose one of their dice if they are not turned out.

A figure may choose to roll additional D6 equal to their positive Vision buff. If this is negative, remove that many dice. The number of dice rolled cannot be lower than one.

Then, roll!

Resolve any natural 1s and 6s rolled:

- On a natural 6, you have spotted one enemy.
- On a natural 1, you have spotted one enemy and been spotted.
- Any other result has no effect.

When you have spotted an enemy, one Hidden enemy becomes visible within 2” of your chosen point.

If you have been spotted, the figure doing the spotting becomes visible.
If either has a positive stealth value, they may make a concealment save to prevent becoming visible.
Spotting creates suspicion for the enemy as normal.

Suspicion

Your side starts with one Suspicion token. This token is permanent and can never be removed. Each Leader on your side adds one additional Suspicion token to the pool.

Suspicion tokens represent areas where your figures have noticed movement or activity and suspect an enemy may be present. They may be used for Suppression and for throwing or launching grenades near them.

Whenever an enemy performs an action in LOS of any of your figures that are not stressed or downed, including Spotting, Reactions or retreating, you may place a Suspicion token at the point where that action occurred.

For movement, the token may be placed at any point along the enemy's path.

If the action creates smoke or an explosion, place the token after the smoke has formed or the explosion has resolved.

If the action itself occurs outside LOS but its effects are visible, place the token at the closest visible point associated with that action. For example, this could be where a grenade first enters LOS, the visible edge of a smoke cloud, or the last visible piece of terrain crossed by a moving figure.

Suspicion tokens may be placed on terrain where appropriate.

For windows, murder holes or other elevated openings without a convenient surface, place the token immediately behind the opening and mark what it represents, or attach it to the terrain if practical.

If all of your Suspicion tokens are already on the table, choose one and move it to the new location.

When one of your Leaders becomes Downed, remove one Suspicion token from your side. If that Leader is later revived, return the token to your pool.

Suspicion tokens may be placed or moved during either side's turn, but only in response to enemy actions, whether voluntary or forced.

You may wish to allow some leeway here, particularly if turns are moving quickly. It's easy to forget about this mechanic when the game gets exciting.

Combat

Shooting

To shoot, select your figure's weapon. Then select an enemy in LOS to the shooting figure that is within your weapon’s maximum range and the weapon’s arc (if either apply). This is your desired target.
Infantry with small arms may turn and fire as part of shooting. Vehicles and multi crew weapons must turn as one action, then shoot as the next.
If there are enemy figures within your weapon’s radius (usually 1”) of your desired target, randomly determine your actual target from those that are in LOS/radius/range/arc and your desired one. Otherwise, just use your desired target.

Downed figures can only shoot at targets within 6” of them.

If you are hidden and you fire, you reveal yourself and are no longer hidden, unless otherwise specified.

After shooting, you must point your figure towards whatever it fired at.

Use your weapon’s attack number to see how many D6 attacks you need to roll.
If you are activating multiple figures with a leader, they may shoot at the same time and roll their dice together.

Add the following per roll, if applicable and not from an explosion:

- Shooting buff
- +1 if within 6” (Use 12” instead for CQB sights and AT fire)
- +1 if their dedicated spotter or dedicated assistant is in base contact, not downed/stressed and not firing themselves. (Doesn't include ammo bearers or vehicle commanders).
- +1 if in the open.
- +1 if aiming.
- +1 if the weapon has a thermal sight.
- -1 if over 24”
    - Use 36” instead for a scoped weapon.
- -1 if suppressing.
- -1 if a reaction AT shot.
- -1 Shooting when using specified weapon types they are not trained on. Default is for the military to cross train, civilians don't.
- -1 if the target or you are downed.
- -1 if the vehicle has moved this turn.

Then roll your dice and add your buffs, judge how it went, using the first result from this list that applies:

- On a natural 1, you hit a friendly endangered figure (or stress if suppressing), or miss if there are none.
- On a modified roll of 4 or 5, you cause stress.
- On a modified roll of 6+, you have hit (suppressing has more conditions, see below), otherwise stress.
- Anything else is a miss.

Endangered figures are those within your weapons radius of the target and/or their base/model can intersect with the line of fire and is not within 1cm of the shooting figure (this includes elevation). It does not matter if they are friendly, neutral or enemy or hidden.
This does not include the target itself.

Excess hits and stress are applied to the actual target and then endangered figures as normal.

If you are using ammunition tracking, don't forget to check for reducing your bullet ammo state or if using detailed remove magazines, as per the ammunition tracking rules.

Suppression

A figure may suppress a suspicion token or visible enemy figure/vehicle, as an alternative to waiting for enemies to reveal themselves.

You cannot use suppression with explosive weapons but they can be fired at suspicion tokens within their own rules.

You must be able to draw a direct line of fire to the chosen suspicion token in order to do this still.

The weapon's attack radius is doubled when doing so and you gain an additional attack but you must remove 1 from your attack roll.

Figures that are visible, in concealment (not cover) or in the open can be hit with suppressive fire. Concealment and cover saves still apply where relevant.

Aiming

A figure may spend one action Aiming.

If its next action is to Shoot, add +1 to those Shooting rolls.

If it performs any other action first, or shoots (intentional or as a reaction) the Aim is lost.

Cover & Concealment

When you are hit, you may use cover or concealment to downgrade it to stress on a successful save, provided that cover or concealment is more than 1” from the firer.

Concealment saves require a 6+ to succeed.
You may apply your figure’s stealth buff to their roll and the following modifiers:

- -1 if rolling for a vehicle that does not have camouflage.
- -1 if within 6” of the shooter.
- -1 if the weapon has a thermal sight and the target is a character.
- +1 if over 24” of the shooter.
- +1 if rolling for a reaction hit.
- +1 if suppressive fire.

Cover saves require a 5+ to succeed.
You may apply your figure's defense buff to your roll.
The following modifiers may apply, also add them to your roll:

- For sandbags etc. +1 to roll.
- +2 for bunkers.
- -1 if rolling for a vehicle.
- -1 if due to an explosion (not a direct AT hit).
- -1 if within 6" of the shooter and the attack is bullet based.
- -1 if the weapon has a thermal sight, the target is a character and the attack is bullet based.
- +1 if over 24" of the shooter and the attack is bullet based.
- +1 if rolling for a reaction hit.
- +1 if hull down in cover or half of the vehicle is not visible to the enemy and it is in cover.
- +1 if suppressive fire.

Cover is anything solid like a wall, that is above foot height.

Concealment is anything permeable/soft like a bush/mattress, or anything foot high and below.

Either can be used to hide behind but both have different rules about when they intervene (see In the Open).

Hits

A hit causes a character to lose a wound. Once a character loses all wounds they are downed.
Roll a D3, add three if they were not already downed, your figure's defense and first aid stats.
This is their bleed out timer, it cannot be higher than six.
If this reaches or is lower than zero, the figure dies. This can happen immediately.
Mark it next to them with a D6 and reduce its number by 1 on your next activation and every one after.
If another figure can move to them and use the stabilise action, remove the bleed out timer and leave them down.
If a downed character is hit again, they will start bleeding if they are stabilised or they will die if they are still bleeding.

Stress

Stress is a status that prevents a character from doing anything. It happens when a character has a stress token.
A character must spend one of their actions to remove a stress token, or both to remove two. A figure can have up to two stress tokens but counts as "stressed" with one.
A character cannot be issued a third stress token. Instead, (if they are on foot) they are forced to retreat half a move away into cover or the opposite direction of the cause, they cannot be moved towards enemies in LOS and must face away from the cause of the stress.
Vehicle crew and passengers have their own behaviour for the third stress token, based upon their seat (see vehicles section).

Downed

When a figure is first downed they are bleeding out and stressed.

Downed figures can only react to fire within 3” or if being charged at, shoot within 6”, melee, charge and throw grenades (2”, then D3” scatter) and treat themselves/others. They cannot make more than one attack for reaction fire or melee.

They are also limited to moving 1” plus their agility buff, up to a maximum of 3” and a minimum of 1”, but they cannot sprint.

They can be activated or use background activity, with these limitations.

Treating Downed Figures

To treat a figure, they must be downed and bleeding out. If you are downed, you are allowed to treat yourself.
Move to them and spend another action treating them.

Roll a D6 if you are treating yourself or a **MEDIC**, add your first aid buff, accepting the first applicable roll:

- If you are treating yourself, on an unmodified 1, you die.
- If the treater is a medic, then on a modified 7+ the patient is revived and given one wound back. This can only be done once per figure per game.
- Any other result stops the bleeding and stabilizes the patient.

Medics have the keyword MEDIC underneath their name.
If you are using ammunition tracking, don't forget to remove medical supplies from the figure treating another or the figure being treated.
If you are not, only one figure can be treated per activation.
Casualties can be treated as many times as required over a game, providing they don't bleed out or get killed first.

Morale

If at any point, a figure is wounded or killed within 3” of others or 6” and in LOS of your other figures, or your figure/vehicle is in an explosion or if attacked by a vehicle mounted weapon, or your character takes fire in the open, take a morale test for all involved in that trigger, after all effects and retreats have been applied.
If multiple figures are tested at the same time (I.e same action), take a collective test for all of them but measure around each for affected figures.

Roll a D6 for the group and apply the following modifiers:

- -1 for each stressed figure being tested.
- -1 for each wounded figure being tested.
- -1 for each dead body in LOS and 6”.
- +1 for each leader in the group being tested.
- The highest nerve stat in the group being tested.

On a modified 2+, you pass the check.
On a fail, every figure is forced to retreat away from the cause of the morale check.

Melee, Grappling & Charging

Melee happens when figures are in base to base contact with each other.

Enemy figures in contact with each other are considered “grappling”. This prevents them from reacting or performing any actions other than move or melee while grappling. Characters do not initiate melee attacks by moving away from grapples but can be reacted to as normal (including the figure they were grappling with).

If contact was made after an intentional move, this is a charge and the melee is free.
Figures already in contact when activating use an action to continue fighting or move away.
If contact is accidental, this is NOT a charge but the melee must happen immediately.

You cannot charge figures that are hidden and out of LOS at the start of your movement action, unless they are within 1” of a suspicion token.

Melees can happen as a result of group activations.

When a melee starts, you can “pile in” figures that are within 1” of a contacted pair.

Downed figures can melee and grapple. They can move into contact and initiate melee attacks but they can only perform

one attack (they do not add their extra attacks).

During melee, roll a D6 for each figure involved and any extra attacks they have (next to their melee buff or as part of a weapon), applying the following modifiers, up to a maximum of 6:

- Figure melee buffs, if any.
- Weapon melee buffs, if any.
    - If attacking, use any weapon.
    - If defending, use primary weapon (e.g assault rifle)
- +1 if charging intentionally.
- +1 if defending and in cover.
    - Negated if the attacker has flanked it.
    - Concealment doesn't count.
- -1 if sprinting into melee.
- -1 per stress.
- -2 if downed.

Arrange each side's dice from lowest to highest and compare against each other, going from highest to lowest on each side.

A roll of a 1 is ignored.

A higher roll counts as a wound towards the losing side.

A tie counts as a wound towards both sides, if 4 or above (4+). Otherwise, this is a stress towards both sides.

Any remaining dice that did not have a pair count as a wound

towards the other side on a 4+.
Otherwise they cause stress.

When allocating wounds or stress, use the centre of the melee as the target. If there is no clear centre, assign randomly. Cover and concealment saves do not apply during melee.

Any figures that retreat from the melee resolve Reactions normally. Enemies involved in that melee may react to this retreat despite having been in base contact with them when the movement began, but only if they are not currently still “grappling”.

Surviving figures (that are not stressed and did not retreat) may elect to retreat to cover, move 2” closer to the enemy (does not automatically start a new melee) or stay still. Movement at this stage does not trigger a reaction.

Grenades & Explosives

A “regular explosion” has the following profile: 1 attack, AT 0.

Throwing grenades or explosives happens instead of all other actions and follows the same process. It can be done from being hidden but not in the same activation as hiding.
They can be placed within 12” (bar exceptions like buildings etc.) and must be within 2” of a non-hidden enemy or suspicion token.
Only one can be thrown per activation, if you are not using ammunition tracking.
Buildings, enclosed spaces and narrow openings are slightly different. You must be within 2” of the opening to them, in order to throw one in.

Downed figures can throw grenades with severe limitations (see ‘Downed’ section for details).

Launching grenades or explosives from a weapon requires you to choose a point in LOS as your target and must be within 2” of a visible enemy or suspicion token. They can still scatter due to hidden figures.
If you can see into a building, you are allowed to launch inside of it, with scatter.
Similar to thrown grenades, only one can be launched per activation if you are not using ammo tracking.
If you have launched from a weapon, you must spend an action reloading it before firing again if it is marked with RELOAD. If you are in contact with your assistant and they are able to

perform an action, they can reload it for you. Otherwise your figure must do this themselves. The same applies to changing ammo types, assuming the first type listed (usually HEAT) is what's loaded at game start.

Launching an explosive or smoke munition from a weapon counts as firing for Hiding and revealing purposes.
Throwing does not.

You then need to check which scatter pattern applies, choose the first from this list that does and apply it:

- If a grenade lands fully out of LOS behind terrain higher than half of the attacking model, it must scatter D6” in a random direction.
- If it has been thrown or launched into a building/enclosed space through a narrow opening, scatter D3”.
- If it lands out of LOS at a non-hidden figure(s) but the obstacle in-between is half of the attacking model or below (including any drops or cliffs after it), such as a fence or boundary wall, it scatters D3” instead.
- If an explosive is launched more than 24”, scatter 1”.

When scattering, it cannot scatter through solid blocking terrain. Unless the grenade has enough scatter distance to make it on top of the roof, place it at the closest piece of blocking terrain.
If there is no roof, the height of the outer walls must be less than the scatter distance, or it lands at the closest point on the wall.

If there is an opening, like a window or door, and the grenade has scattered through it (with enough height and direction to make sure), allow it to do so.

If you are using ammunition tracking, don't forget to remove one from the figure.

Timed grenades and explosives detonate after the opponent’s turn and when it comes back to yours.
Track this with a marker.

Impact grenades or explosives go off immediately.

Every figure within the weapons radius (usually 3” for timed grenades), or half of the radius if your explosion hit a vehicle directly, takes attack(s) (usually 1 for timed grenades) as if they were fired at by that weapon, applying any buffs your grenade may have as a weapon but ignoring (for the explosion, not the direct hit attempt) the usual distance buffs/debuffs, figure stats and endangered figures rule from shooting.
Only the figure(s) being rolled for can be hit or stressed with an explosive attack.

Cover saves are allowed if there is cover between the explosion and the target.
Concealment saves are not.

Lastly, if any timed grenades are left at the end of the match, they immediately detonate as normal.

Smoke Grenades

These are thrown or launched like regular grenades but do not explode violently.
They do not require you to place them within 2” of suspicion or enemies, unlike explosive grenades.
However, you must still respect scatter rules for grenades.

Instead, smoke grenades deny LOS within 2” of where they are thrown.
They still “go off” (or “fill out”, type depending) after your opponent's next activation if they are timed. If they are an impact type, this is immediate.
Usually, thrown are timed and launched are impact.

Figures within or on the edge of a smoke cloud are able to see 2” into them but not out of them.

They last for 3+D3 rounds. Place a die next to it to track and remove the smoke marker when it hits 0.

If you are using ammunition tracking, don't forget to remove one from the figure.

Multispectral Smoke

Multispectral smoke is a little nastier, in that it contains irritants at minimum and burning chemicals in severe cases.

Solid enclosed terrain prevents exposure to a Multispectral smoke cloud outside it. Such as bunkers or buildings.

Ordinary Cover does not.
If the cloud is inside the same enclosed space as the figure, resolve exposure normally.

Figures exposed to a Multispectral smoke cloud take one stress.

If the smoke represents a more hazardous white-phosphorus-type effect, they take one Wound instead.

A figure is exposed when it moves into or through the cloud, when the cloud forms around it, or if it remains inside the cloud at the end of the figure's player's/side's activation.

Apply no more than one effect from the same cloud per instance of movement or per activation.

Vehicles ignore either effect.

Throwing Back Grenades & Explosives

Figures can attempt to throw live grenades and explosives they are within 1" of as an action, which have different tests for each type:

- **Timed Explosive (5+):** Roll a D6 and add your nerve buff. On a modified 5 or above (5+), you succeed.
    - If they were in contact with it and not stressed when it landed, add a +1 to the roll.
- **Smoke:** Smoke grenades can be moved without a test

and take their current state with them (unexploded vs “filled out”). If moving this reveals you in the open to enemy figures that couldn’t see you before, you take reaction fire for movement as normal. For filled out grenades, they keep their cloud in the current location as a 1 die smoke, the new location fills out when this cloud disappears.

If they pass, they can throw the grenade or explosive up to half of their normal distance, including scatter.

The character then takes a stress, regardless of who threw it.

Roll a morale test for everyone within 1” of the throw.

ATGMs

ATGMs use the normal Shooting rules but you cannot fire at targets within 6” of you.

At the distances represented by a normal game, the missile reaches its target quickly enough that no moving projectile or flight-time marker is required.

However, if the ATGM has not aimed before firing, the shot is more than 12” away and the vehicle has one crew member looking out of their hatch/turned out, the vehicle may make a desperate attempt to move out of the way at the last minute, they choose either forwards or backwards. Then they roll a D3 if the commander was not turned out, or a D6 if they were.

Move the vehicle this far in that direction. If this is enough to move it out of the way of the original hit point, they have dodged it and the vehicle's crew suffer stress tokens equal to their dodge roll.

If not dodged, resolve the shot as normal. If dodged but still within the radius, resolve as an incidental explosion attack instead. Any extra requirements such as stationary, an observer are defined by the weapon profile.

Reactions

Reactions happen to the enemy doing things.
Figures can react repeatedly, to the results of their actions and are not penalised for doing so.

Hidden figures are allowed to react but if they fire, even if no-one is hit, they reveal themselves as normal.
Downed figures can react but at a debuff.

Figures can react to an enemy action if:

- The reacting figure is not stressed.
- The reacting figure was not in base contact with an enemy when the move began.
- If the reacting figure is downed, make sure they can react within their limitations (see ‘Downed’).
- The enemy must have been in LOS at the point during their action that caused the reaction.
- The enemy must be within 45 degrees either side of the front of reacting characters (does not include vehicles).
- They would still use the weapon they just fired with, if the reaction is the result of a shoot action from that character/vehicle.
- The enemy must be within 5 degrees either side of a reacting vehicle's gun-sight, if the gunner is reacting.
- The enemy must be within 45 degrees of a reacting vehicle's viewport, if moving and not the gunner.
    - For the driver, this is usually the front facing.
    - For the commander, their turret dictates this.

    - Passengers use any passenger compartment viewports.
    - If open top, use the location of the character.
- The enemy must be within any firing weapons arcs.
- The enemy has done one or multiple of the following:
    - Was in the open for their movement, or started or ended their movement in the open.
    - Turn to fire within 6” of your figure, equal to or more than 90 degrees for infantry, 45 for vehicles or guns.
    - An enemy vehicle moved within 6” of one of your figures or tried to run them over.
    - Fired or launched an explosive while within 12” of your figure
        - 24” for vehicles that received vehicle fire.
    - Forced to move within 3” of your figure.
    - Threw a grenade while within 12” of your figure.
    - Charge (as an action, not a reaction) at one of your figures.

Movement, charges and qualifying turns trigger Reactions immediately at the first point they occur in LOS/arcs. When resolving reactions to charging, turning or movement, move figures to this point and then resolve.
Firing, launching and throwing finish before their resulting Reaction is resolved.

A Hit stops movement at the point that triggered the Reaction and makes the unit visible. Stress aborts that movement or charge action and returns the figure to where that movement

action began, hiding if possible.
Turning etc. is allowed to finish and does not count as movement for aborting.

For reacting to infantry, figures can choose to fire at or charge at the enemy causing the reaction.
Resolve firing first.

Charging as a reaction does not trigger a further reaction but follows the normal rules for facing and being visible. This is not done at a sprint and can only be performed with half of your movement allowance.

For each reacting figure that chooses to fire at an infantry target:

1. Roll one attack for each reacting figure or eligible operated weapon.
2. Add one extra if it is an MG.
3. Add one extra if the weapon has a CQB sight.
4. Add one extra if the enemy is sprinting.
5. Add one extra if they are charging.

Downed figures can only generate one die and do not get any bonus dice.

If the roll is anything other than a natural 6 or 1, it's a miss.
On a natural 1, hitting friendlies happens as normal.
A natural 6 hits if the enemy is one of the following:

- Within 24”, not sprinting and in the open.
- Within 12” and sprinting.
- Within 6” and in cover or concealment.

Anything else adds a stress token to the figure.
Assign randomly to all figures that triggered the reaction.

When a vehicle triggers a Reaction, eligible anti-vehicle weapons may React individually. Resolve one firing attempt via the normal shooting system for each AT weapon choosing to fire at a vehicle.

A figure or vehicle crew may only react to infantry or one vehicle in the same reaction.

Cover and concealment are determined from the point in the movement or action that caused the reaction. If the reaction was or could have been caused by crossing open ground and they are in concealment or cover at the start or end of their movement, the target can only receive a Concealment save maximum.

Then, all reacting figures that fired must turn to face the closest figure that caused the reaction or if an AT weapon whichever vehicle they attempted to fire at, regardless of if a hit or stress was caused or not.
Hidden figures that participated in reactions by firing are also revealed, regardless of if anything was hit.

Hits and casualties caused by a Reaction can trigger Morale normally. Any movement caused by that Morale check is resolved as part of the original Reaction and does not trigger another Reaction or a second morale test.

Once reactions are resolved, carry on with the turn as normal.

Vehicles

Vehicles are single or multiple figures working to operate a machine larger than themselves.

To do anything, they require a figure to be sat in the correct seat for it, activate and spend an action operating the vehicle to perform it.
It costs an action to swap seats and get in/out of a vehicle.

For example, if you wanted to drive a tanker, you'd need to be sat in the driver's seat and use a move action on the vehicle to drive it. Similarly for the gunner, commander and loader.

If you want to use figures in a vehicle as part of a group action from a **LEADER**, the **LEADER** must be in the vehicle or a **LEADER** must be sat in the commander's seat to be led externally (ORBAT depending).

Vehicles can transport as many figures as they have space for.

Movement

Vehicles have similar movement rules to players but with the following changes, unless otherwise stated:

- Vehicles cannot hide.
- They can only move in a straight line for a single

movement action, forwards or reverse.

- They may turn once, either at the start of their movement or the end.
- Ground vehicles cannot cross obstacles or heights
    - Tanks and heavier vehicles can typically smash through obstacles thinner than 1m and the same or less height than them, like walls.
- Tracked vehicles can ignore rough ground and can traverse obstacles up to half of their hulls.
    - If a tracked vehicle is forced to retreat over an obstacle, it becomes immobilised.
- Wheeled vehicles lose 2” of movement through rough ground and cannot traverse obstacles.
    - If a wheeled vehicle is forced to retreat 2” or more through rough ground, it becomes immobilised.
    - If a wheeled vehicle is forced to retreat over an obstacle, it becomes immobilised.
- Flying vehicles ignore rough terrain and obstacles.

Hiding

Vehicles cannot hide as an action.

They may start scenarios hidden but once they do fire or move, they come out of hiding.

Camouflage does allow some hiding under certain circumstances (see equipment).

Shooting

Vehicle shooting works the same as regular shooting but LOS and LOF are calculated from the vehicle's turret and machine gun mounts.

Vehicles cannot shoot figures within 1" of their hull or on top of the vehicle, or engaging in melee with it.

If a vehicle finds itself upended or at a strange angle because of movement, you need to make sure your vehicle can traverse and depress to targets to fire at them.
Generally, this is 10 degrees down and 20 degrees up.

Turrets also need to be turned towards their target to fire at them, so it is within 45 degrees of its front.
This costs one action and counts as moving for reaction or hiding purposes.

Machine guns on pintle mounts will move with the vehicle and can only fire to their front 180 degrees. They do not need turning like turrets to do so.

LOUD weapons like cannons will stress infantry within 6" and the arc, when they fire. Enclosed spaces or intervening terrain may block this.

Reaction fire is calculated as normal for infantry figures.

Coaxial weapons can be fired with another weapon in the same

action.
No more than two weapons may be fired at a time this way.

Melee

Melee attacks hit automatically for vehicles.
If the attack has an AT rating, apply this as a hit as usual.
If there is no AT rating defined, treat this as a -3 or a -2 if on top of the vehicle, and apply the hit as usual.

The vehicle cannot respond in melee but it can drive away next turn.

Attackers that were on top of the vehicle, can decide to ‘hold on’ and go with it, or they can jump off where the movement began (place them somewhere around the vehicle's hull) and take a stress.

To get on top of a vehicle, attackers must climb on it as if it were terrain.

Running Over

If a vehicle moves to run over infantry and they have no stress, the infantry figures are allowed to react to it as normal or sprint out of the way for free.
Any sprinting and reaction fire is done as a Group of those being run over.

If an infantry figure, as a result of stress or missing their

reaction fire, is still along the vehicle's movement path, they have been run over.

When a figure is run over, they are downed if it is wheeled or killed if it is tracked and they are not on soft ground (sand, bog, water, mud, custard etc.).

If they were already downed, they are killed regardless.

Ramming & Crashing

If a vehicle intentionally rams another, treat this as an AT attack. For each vehicle, use the armour value of the other vehicle's facing that made contact as the AT value.

Perform this attack on both vehicles, giving the ramming vehicle a +1 to their AT attack value if they move more than half of their movement speed to do so (e.g if 8" you must move MORE than 4").
If either vehicle is soft-skin, apply a -1 to their AT attack value as well.

VBIEDs may also trigger after a collision has been resolved. If they are contact based this is automatic and immediate, otherwise they require the det-man to detonate them with an action as usual.

Ramming will then result in shunting/pushing after all the above has been resolved, if desired by the rammer and the driver is not stressed.

Ramming attacks cannot be deflected by any means of protection, including slat armour, ADS, ERA etc.

You can only ram vehicles that were in LOS at the start of your movement, or within 1” of a suspicion token.

Shunting/Pushing

A vehicle may attempt to shunt another vehicle by moving into it.

If the contacting Armour value of the moving vehicle is higher than the contacted Armour value of the other vehicle (wrecked or active), it may push it ahead while continuing its remaining movement. Move both vehicles together.

If the values are equal or the moving vehicle is lower, the vehicles stop on contact.

You can only shunt vehicles that were in LOS at the start of your movement, or within 1” of a suspicion token.

Hits & stress

When a vehicle receives hits and stress, it's slightly different.

Apply stress normally, in this order (unless the specific seat was stressed, or this is the third stress in which case it should be randomly):

- Loader
- Gunner
- Driver
- Commander
- Passengers and remaining crew (randomly)

With hits, apply them to the vehicle only.
Cover saves still apply to vehicles, if more than half of the hull is in cover. Concealment saves do not, unless the vehicle has camouflage.
If a vehicle took multiple hits from one attack, resolve them one after the other.
If a weapon doesn't have an AT value, treat it as a -4.

To get the ‘hit value’, subtract the vehicle’s Armour rating for the facing the firer can see most of from the weapon’s AT rating (shooter chooses in a tie). Adjusting if required:

- -1 if the vehicle is hull down in cover to the attacker.
- +1 for every penetrating hit suffered so far.
- Halve the AT rating (rounding up) if the vehicle was just caught in the explosion radius and not directly hit by the munition.

Roll a D3, adding your ‘hit value’ to get the result from this table, apply it to your vehicle and passengers.
If rolling for multiple hits from the same attack, work from the weakest AT rating and roll, applying penetrating hits as you go.
If the vehicle is destroyed, carry on applying damage, the highest possible destruction result overrides the others as they do not stack beyond “knocked out”, unless the loss of weapons/equipment:

<= -3	Nothing
-2	One stress to the vehicle occupants. If soft-skin, also hit an occupant.
-1	D3 stress to the vehicle occupants. If soft-skin, also hit an occupant.
0	D6 stress to the vehicle occupants. If soft-skin, also hit an occupant.
1	Random equipment disabled. Adds a penetrating hit (check for crew casualties). One crew member takes a stress.
2	Random weapon disabled. Adds a penetrating hit. One crew member takes a stress.
3	First hit, Movement reduced by half. On a second hit, immobilised. Adds a penetrating hit. One crew member takes a stress.
4	Knocked out. Roll a D6 for occupants. On a 3+ they escape with stress, or they escape but are downed.
5	Cooking off. Roll a D6 for occupants. On a 5+ they escape with stress, or they are killed. Place a thrown grenade on top of the vehicle that cannot be moved.

6	Explosion. All occupants killed. Leave its body behind as cover and place a crater underneath this. Resolve a regular 3” explosion at the vehicle centre.
7	Catastrophic explosion. All occupants killed. Leave its turret behind as cover or equivalent rubble and place a crater underneath this. Resolve a regular 6” explosion at the vehicle centre.
8+	Vaporised, remove the vehicle immediately and leave a crater behind as cover. Any figures within 1” are killed immediately. Any figures within 3” are hit immediately. Resolve a regular 6” explosion at the vehicle centre.

Whenever a vehicle suffers a penetrating hit, roll one D6. On a natural 1, one random crew member takes a Hit.

Explosions triggered by vehicles are treated with the same rules as grenades and explosives.

Once a vehicle is wrecked, exploded or vaporised, it can no longer be used and any remaining parts become terrain.

Vehicle Occupants’ Third stress

If a vehicle occupant would receive a third stress token, do not place it. Instead, apply the result below according to the seat they currently occupy or their or the vehicle’s status:

- No Commander In Vehicle When stressed: They are

forced to dismount, regardless of seat or role.

- Driver: The vehicle immediately reverses up to half its normal Move as forced movement, facing the cause of the third stress and moving away from it. Ignore other enemies and friendlies when making this move.
    - If they cannot reverse, they are forced to dismount.
- Gunner: Turn the weapon or turret they are operating to face a random direction.
    - If they are turned out, they are forced to dismount.
    - If they cannot move the turrets, they are forced to dismount.
- Commander: The Commander launches smoke.
    - If they cannot launch smoke, they turn out.
    - If they are turned out or cannot, they are forced to dismount.
- Loader: The weapon they are loading becomes jammed or otherwise unready and must be Reloaded before it can fire again.
    - If the gun is already jammed, they are forced to dismount.
- Passenger: They are forced to dismount.

Resolve any movement, exposure, reactions or other consequences normally.

Occupants Forced Dismount

Any dismounting from fire or stress counts as forced

movement and does not cost an action. Move the figure into the closest cover within 3”.

You cannot place them in contact with an enemy figure and must follow normal retreating rules/procedure for infantry.

Resolve reactions etc. as normal.

Vehicle Equipment

Vehicles may also have a variety of equipment allowing them to do different things.

We have provided a few rules for the more common ones:

Autoloader

If a weapon has an autoloader, reloads happen automatically after firing for no penalty, similar to assistants being in contact.

If you want to change the round to a different type (say HEAT to AP), the gunner must take an action to do so, before firing as a separate action. The new ammo type is what's loaded until the gunner takes another action to change it.

Manual Loading

If your gun is loaded manually, it becomes unloaded after firing and must be reloaded by a Loader crew member.

If you want to swap ammo types, the Loader must spend an action doing so and does not prevent the gunner from firing.

Smoke Launchers

These are small turret-mounted tubes that electrically launch pyrotechnic smoke grenades away from the vehicle.

These are used by the commander or the gunner.

They can be mounted to the turret or the vehicle itself and each will have different placement rules. Turret mounted ones allow you to use the facing of the turret, rather than the vehicle's body as the origin.

Similar to regular smoke grenades, some will go off immediately, others will take a bit of time.
By default, smoke launcher grenades go off immediately and their launchers have six uses.

Placement rules follow two measurements, the forward one, then the left/right one.
Place your smoke munitions that many inches forward, then alternate moving them that many inches left/right. If you have an odd number, do not move the final one left/right, leave it straight ahead.

Engine Smoke System

An engine smoke system puts some sort of additive into the normal fuel mix in order to get the vehicle's exhaust to release a large plume of smoke behind it.

This system is turned on or off by the driver. By default, it's off.

When on, place a smoke marker behind the vehicle, this follows the vehicle and remains on until the system is turned off. When turned off, leave it in place and start a countdown as usual.

If on and your vehicle moves, place smoke markers along the movement, at intervals equal to the smoke's radius so you get a nice, evenly covered corridor.
Start the countdown for this group together, so they all disappear at the same time.

Explosive Reactive Armour

Explosive Reactive Armour consists of explosive bricks sandwiched between two metal plates, attached to the side of the vehicle. The idea being incoming munitions trigger the explosion when they hit one and prevent the munition from penetrating properly, leaving the tank (mostly) unharmed and the crew mildly perturbed.

When a vehicle is directly hit by a non-bullet kinetic weapon with an AT value of 1 or more, downgrade its AT rating by 2 if that facing has a **modern** ERA panel (by default, they are modern panels).

If it was a direct hit by a HEAT round with an AT value of 1 or more, the direct hit is negated if that facing has a panel.

Tandem rounds are not affected and hit the vehicle as normal.

If the ERA panel defeated or degraded a hit, treat the hit on the vehicle as if an explosion went off at the hit point with an AT value of 0 and the radius of the weapon that hit the ERA panel, with a minimum of 2”. This cannot hit the vehicle that had its ERA detonated, even as an incidental explosion.

Roll a D3 and give that many stress tokens to the vehicle occupants.

ERA only works a certain number of times per facing before the panel is considered removed. By default each panel can take one hit.

Active Defense Systems

Active Defense Systems are similar to ERA but less lethal.

This system can be turned on or off by the commander. By default, it's on.

When an explosive projectile or missile travels within range of the ADS system (default 3”), resolve the ADS:
The munition detonates 1+D3” (with a maximum of the range plus one, e.g. a range of 3” would have a max of 4”) away from the vehicle towards the firer instead.
If the vehicle is within the range of the explosion, it is hit as normal for incidental explosions.

Measure from the closest point on the vehicle's hull, turret, body etc.

If the D3 distance roll is a 1, the ADS system malfunctions and runs out of ammunition, it does not intercept the munition and it carries on as normal.

Standoff Armour (Cope Cage)

Standoff Armour isn't far off of applying a cage on top of the vehicle. This can be as thin as chicken wire or as thick as a steel bar.

These work like ERA and ADS but much much worse.

When a vehicle is directly hit by a tandem round, downgrade its AT rating by 2 if that facing has a standoff panel.

If it was directly hit by a HEAT round or regular explosive, it goes off 1” away from the vehicle towards the firer. This applies incidental hits from the explosion to all targets within its radius, including the vehicle originally hit.

Kinetic weapons and AP rounds are not affected and hit the vehicle as normal.

Standoff Armour has a limited amount of times per facing before that label is removed.
By default, each panel can take one hit.

Vehicle Camouflage

Some vehicles may spend time camouflaging themselves to ambush the enemy. While paint is a type of camouflage, we are more concerned with the arts and crafts type of vegetation and rubble.

If a vehicle has camouflage appropriate to its surroundings (e.g. covered in bushes in the woods), then it has camouflage or is camouflaged.

When performing concealment checks, the vehicle is not automatically at a -1.

This also allows the vehicle to hide if it is completely out of sight of the enemy. If the vehicle shoots or moves, it is revealed until it has changed positions and it is completely out of sight of the enemy again.

Unless the camouflage is specifically marked as thermal, thermal sights re-apply the -1 vehicle penalty to Concealment saves and ignore the Hidden status granted by Vehicle Camouflage when determining LOS. Physical Cover and other LOS-blocking terrain still apply normally.

Some crew have the supplies to do this mid-mission, this requires a full activation for the entire crew (can be insisted by another leader, if they have the LP). By default, crews cannot do this.

Vehicle Weapon Stabilisers

Stabilisers keep a gun steady and aimed at a target while the vehicle is moving.
If a vehicle weapon has this, it can move within a certain distance (listed on the vehicle weapon entry) and fire as if it didn't move.

Night Vision

Night Vision removes LOS restrictions caused by Darkness. It does not allow figures to see through smoke, solid terrain or other obstacles that would normally block LOS.

Thermal Optics

Thermal optics function as Night Vision but normal smoke does not block LOS through thermal optics unless the smoke or condition specifically states that it blocks thermal imaging (MS/Multispectral).

They also buff shooting and affect saves, as already listed in the shooting and save modifiers.

Out of Time...

If you run out of time, it can be best to call the game there and perform a quick resolution.

This can be a let down, so we've provided some options to make the end of a game more realistic and cinematic:

We Need To Leave (Alternative)

If you want to simulate players retreating, agree on some ‘buffer time’ for your game, such as 15 minutes.

Roll an initiative test, if both sides draw then the game ends immediately.
If one side loses, they must start retreating off of the board until those 15 minutes are up.

Then you call the game, perform quick resolution etc.

Quick Resolution

If a game has to end before either side achieves a normal victory condition, it may be resolved quickly instead of ending in a draw.

Each side rolls three Initiative Tests at the same time.

Use the current state of both forces for all other Initiative modifiers, including who currently outnumbers the other side.

If the scenario uses control areas or objectives, add +1 to a side's roll for each one it currently controls.

Compare the three opposing rolls individually and reroll ties.

The side that wins two or more of the three tests wins the game.

Chess Clock (Optional Alternative)

Alternatively players may use a chess clock to limit how much time each side has available and then which side should retreat.

Give both sides the same amount of time. A player's clock runs while they are making decisions and resolving their actions. Switch the clock when play passes to the other player, including when they need to make decisions or resolve reactions.

If one player's clock runs out, their side begins withdrawing towards its original deployment area or starting position. Their figures must move towards it when able.
From this point onward, leave the other player's clock running rather than switching. The game continues normally and may still end through the scenario's normal victory conditions.
If the remaining player's clock also runs out, end the game and use Quick Resolution.

Advanced & Optional

Rules of Engagement

Rules of engagement determine when a side is allowed to begin firing.
For the purposes of RoE, throwing or launching explosives counts as firing, as does charging. Smoke does not.

Fire at Discretion (Default)

The side may fire normally from the start of the scenario. Suspicion tokens may also be suppressed immediately.

Fire on Confirmed Contact

The side may not fire until it has line of sight to an unhidden enemy figure, or they have been fired upon.
Once this happens, the side may fire normally and suppress Suspicion tokens for the rest of the scenario.

Fire When Fired Upon

The side may not fire until an opposing figure fires at your side or moves within 2” of your figures.
Once this happens, the side may fire normally and suppress Suspicion tokens for the rest of the scenario.
PLEASE NOTE: If both sides use this rule, neither side can sanely initiate fire unless the scenario provides another event or condition that changes their rules of engagement.

Ammo & Resource Tracking

When tracking ammunition, we try to abstract it for a smoother game.

The following resources should be tracked on the individual or vehicle:

- Explosive grenades
- Smoke grenades
- AT ammunition
- Medical supplies (from figure treating or being treated)
- Important consumables with limited uses

Place a small die next to them to represent the type of resource used by that figure.

In the base game, each side is assumed to have enough bullets to go around, so they are not tracked by default.
However, we do have ‘Abstract Bullet Tracking’ and ‘Detailed Tracking’ as options to achieve this if you prefer, or the scenario dictates its need.

Ammunition Points

Supply figures, vehicles and physical supply boxes may act as ammunition points.

A figure in contact with an appropriate ammunition point may spend one action to refill ammunition or other resources that the point reasonably contains.

If it is unclear what a supply point contains, establish this before play where possible. Otherwise, use what the represented supply source could reasonably carry. E.g an ammo bearer is not likely to have tank shells but should have infantry grenades and magazines.

Supply points may themselves have limited contents if the scenario requires it.

Item Slots

Unfortunately, due to the different types of item storage, webbing, backpacks and load carrying equipment, it is difficult to define exactly what these should mean.

In general, it's best to research the items you are looking to store and how that would be possible, then fill in your character sheet. If you can test this physically, then it's even better.

However, as a rough guide:

- Pockets: 2 spaces for phone-sized items, 2 spaces for keys sized items
- Webbing: Primary weapon and sidearm, up to 10 full weapon magazines across both, belts count as 4 magazines, 4 grenades, radio
- Backpack: up to 2 belt sized items or two engineering/medical kits

Any encumbrance penalties from load should be included in

the character sheet/stats, along with the requirements for removing this stat, such as removing X items.

Abstract Bullet Tracking (Optional)

If you wish to track small arms ammunition without the overhead of tracking individual soldier's magazines, use the following instead of the base game or 'Detailed Tracking'.

Use a D6 to track your 'bullet ammo state' for your side, starting at 1. Place the D6 for your side near your deployment zone, highest level leader or off-table where you will remember it.

Whenever you fire, count the natural 1s rolled and subtract the number of ammo bearers carrying bullets that are adjacent to or involved in the attack. If the result equals or exceeds your current Bullet Ammo State, increase the state by 1.

If you were to exceed 6, I.e. roll 6 or more 1s when the D6 shows 6, your side has run out of bullets and cannot make any attacks with them.

Detailed Tracking (Optional)

If you wish to track ammo in a detailed manner, use the following instead of the base game and 'Abstract Bullet Tracking'.

For weapons that use magazines or belts, grab its best attack number (e.g an LMG would always be 3, even if moving) and

divide it by two rounding up, to a minimum of 1.
If you roll that many 1s or more when rolling D6s to attack, remove a magazine or belt from the figure.
E.g for 1 attack, a single roll of 1 would remove a magazine. Whereas 3 or 4 attacks would require 2 rolls of 1 or more. 5 would need 3 etc.

Any use of a grenade, explosive or weapon without multi-use ammunition removes one from that figure.

Any use of a single-use weapon removes it from the figure entirely.

Treating a figure requires the use of medical supplies, removing one use from one of that figure's medical items or from the figure they were treating.

When any resource hits zero, the figure can no longer do anything that depends on it, without taking more from somewhere or someone.

No Ammo Tracking, Almost (Optional Variant)

If you don't want to track ammunition, ignore all of the above and treat multi use items (with more than 1 ammo) as unlimited.

You must limit actions that would consume a resource to once per activation per type.
E.g treating, firing AT, throwing grenades etc.

Single use items should still be tracked as used where possible. If not, limit them as above.

This variant breaks how the game works, the more you lean into it, so be careful and aware when playing. You will likely need to change your tactics to deal with this.

RPG Systems

The generic resolution roll on its own can be used as a quick RPG resolution for miscellaneous actions, or it could be used to power a whole RPG session with simple rolls and mechanics.

Here, the GM uses the chance table to judge the likelihood of an action and have the players roll for it.

The GM can elect to tell players of the chance directly. If they do not, they should sufficiently describe the conditions so players can hazard a reasonable guess.

Generic Resolution (Chance Check)

This is a generic resolution system, which can cover any action.

This is a core mechanic for the RPG-lite, whereas in the wargame this is recommended as a solution for misc actions.

Decide how likely the action is to succeed using the Chance column; the D6 check column is what the player needs to meet or beat on a D6. This is called a ‘chance check’.

If the situation would give players an advantage or disadvantage, it may be appropriate to shift the likelihood of an action up or down.

Chance	D6 Check
100%	1
Probably	2
Likely	3
50/50	4
Unlikely	5
Hail Mary	6
Never	7

You then roll against the chance check and add any relevant skill buffs.
You then use the difference between your modified roll and the check target as the result.
It is then up to the GM what this means, they may refer to this table for guidance:

-3 or less	-2	-1	0	1	2	3+
Terrible!	Fail	Bad	Done	Nice	Great	Perfect!

In an opposed action, the highest result wins. In a tie where that isn't possible, roll again.

Combat, Timing & Movement

Combat, timing and movement logic can be ported in part from the wargame.

We also recommend using the wargame stats, then adding four skill slots as +/- modifiers and appropriate slots for carried items (webbing, clothes, backpacks etc.).

Lastly, the detailed ammo tracking option is probably the most appropriate to an RPG for the players. However, we still suggest abstracting this or ignoring it entirely for NPCs.

Activation

We recommend you alternate between player and enemy actions, similar to the wargame but rotate around the players each time you return to them.

If you're not sure if an enemy side or your players should go first when initiating a combat encounter, or any other test, perform an initiative test.

Dead Players Tell Tales (Optional)

One incredibly disappointing moment for a player in any RPG is death. This can mean sitting out of the action for a while, with nothing to do.

Removing deadly consequences is not a good solution, as it removes all tension, risk, tactics and excitement.

This system adds spectral activity for dead players, to help them at least vocally interact with the group post-mortem.

It is probably not appropriate for groups looking for a serious RPG session but for groups willing to bend the rules for fun, it's a good addition that can produce some excellent comedy.

Just don't allow any spectres to steal your show, GMs!

Players can die via bleeding out, being hit while bleeding out or an instant death result somehow.
Once someone finds a player's body, the dead player becomes a ghost with these rules until they resurrect or create a new character.

- **Overslept:** Players who die in combat become ghosts after the fight has finished.
- **NoBody to Help:** Ghosts don't physically interact with things, beings, or combat.
- **Mediums:** If the story permits. Players and animals can hear the ghosts, NPCs can't.
- **Consensual Possession:** Ghosts may possess characters, with their permission.
- **Watching Over You:** Ghosts have to be close to a player's character. (Within 2" in a TTRPG).

Handling Miniatures & Measuring

Handling and placing miniatures consistently is incredibly important to any wargame. Here are some standards for that:

Measurements (Inches, ‘1cm’ & ‘1mm’)

Most measurements in this book are done in inches as it's a convenient and well understood standard.

‘1cm’ is an exception. It is primarily used for ‘almost touching’ abstractions. This is in cases like friendly fire risk, where 1 inch would be too large to represent the close proximity required and “almost touching” is too vague.

‘1mm’ is another exception but this is used in narrower cases, where even a sliver matters for proximity or visibility.

Measuring Distances with Figurines

When determining whether a figure is within a distance, measure to the closest point of its base. If any part of the base is within that distance, the figure counts as within it.

If measuring for beyond that distance, the figure must have its base fully outside of it.

If measuring between two figures, measure between the closest point on each base.

If using a vehicle without a base, use the vehicle's hull.

Auto-Face

If a rule does not specify where a model should face after completing an action, assume they will turn to face what they have just done.

E.g treat someone and you face them, shoot and you face where you shot etc.

Different vehicle seats will turn to face the action they have completed with the part of the vehicle they control, e.g the gun or hull, rather than the entire vehicle.

Rolling, Calculating and Applying

Similar to measuring, rolling dice, applying effects and calculating consistently is very important to a properly functioning wargame. Here are some standards that should help with this:

Consistency Cascade

Unless stated otherwise, rules continue to apply normally when used as part of another rule. For example, a retreat that uses movement follows the normal movement rules. Where the rules do not specify a special case, resolve it using the existing rules and the situation on the table.

Equipment and ammo tracking must always be fixed retroactively where possible if a mistake happens.

Rounding Numbers

If at any point you are asked to round a number and it doesn't specify the direction, round up by default.
E.g a 1.5 becomes 2.

This is usually for checks where we need a whole number, whereas distances do not and are usually left alone.

Meet

This is a roll check where you need to equal the required number, usually displayed as a single number (6).
E.g for a 5, you can only roll a 5.

Meet or Beat

This is a roll check where you need to equal or beat the number, usually displayed as a number followed by a plus (6+).
E.g for a 4+, you need to roll a 4, 5, or 6.

Buffs/Debuffs/Modified Rolls

Buffs and debuffs increase or decrease your roll by a certain amount.
E.g +1, -1 etc.

These are referred to primarily as buffs you add to rolls in this document. In the case of a negative value, you should take this away from your roll.

If a roll requires you to apply a buff, this is called a ‘modified roll’ or ‘buffed/debuffed roll’.
The result of a roll before applying a buff is called an ‘unmodified roll’ or ‘natural roll’.

Countdown

If you are performing a countdown, usually this requires that number to hit zero before an effect is applied/removed.

If the countdown is done based upon rounds, it is easiest to reduce it when play comes back to the player whose turn/activation the countdown started on.

E.g when the D6 die representing it is at 1 and it would go to 0 or below; you remove smoke, the casualty dies, the explosive goes off, the game ends etc.
The same applies to a limit.

E.g you have a turn limit of 20, when it should be turn 21, the game ends instead.

Alternating Resolution

When players are told to take turns resolving something, alternate between all sides that still have something relevant to do.

Once only one side has anything left to resolve, that side may resolve the remainder all at once.

This does not skip Reactions, enemy decisions or other rules that would normally interrupt what is being resolved.

Choosing Casualties and Effects

Effects like stress or wounds may need to be allocated in groups.
If there is a clear centre or target to the affected group, apply

from the figure closest to this and work your way outwards.

Wounds are always applied randomly.
Downed figures should always be done last.

Apply wounds first, then stress, then morale effects and end with the remaining ones as you see fit.

If there is a tie or you cannot choose using the above framework for any reason, assign randomly.
This can be dice rolls and then counting left to right then top to bottom, or as simple as flipping a coin (a D6 can substitute as a coin/D2, if you treat 1,2,3 as tails/1 and 4,5,6 as heads/2).

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In the land of the Butcher, the Pig is Killing 'em.

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Killian Swine is a pig-headed author offering you horror you can read, then try to survive yourself. I bet your friends won't make it.

Get a Grip, the first 'Read it. Run it. Regret it!' novella-scenario, begins with a missing British village and gets worse from there.

He is not available for comment.

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