MUTANT CHRONICLES

WARZONE

The Rules of War

TARGET GAMES


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WARZONE RULES

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Warzone is a fast-paced combat system set in a violent retro-world of science-fiction. The game is designed for two or more players using miniatures and models from Target Games. Warzone is a skirmish game that brings the players close to the action. Players command their armies as they engage the enemy in fierce firefights and deadly close combat. Warzone's unique structure and game-play, combined with the depth of the Warzone universe, provide a truly exciting gaming experience; a game which flows smoothly and is unrivaled in its flexibility and the rich history of the troops who live and die at your command.

Warzone is a comprehensive and detailed system. The rules are extensive but in reality the concepts are quite simple. Take your time as you read through these rules and digest them one step at a time. If you find that you have any difficulty with a rule or concept simply set up the situation with some models and run through it, you will find that things will suddenly become a whole lot clearer.

GAME SEQUENCE

1: Choose your armies
2: Arrange battlefield
3: Roll Initiative for Deployment
4: Deploy Forces
5: Roll Initiative to determine the order of play in the 'Game Turn'
6: Players alternate until all models have been Activated in the current 'Game Turn'
7: Repeat steps 5 & 6 until the battle is concluded

BASIC CONCEPTS

Before we go on to explain the rules in depth we shall just cover some of the basic concepts for those of you who are completely new to the world of tabletop gaming.

GAME REQUIREMENTS

In order to play a game of Warzone you will need the following:

- A copy of this rulebook
- A copy of the Army List book
- A selection of Target Games miniatures
- A twenty-sided die
- A ruler (a retractable tape measure is ideal)
- A pen and paper
- Somewhere to fight your battles

PLAYING ENVIRONMENT

You can play Warzone on any flat surface whether it is a stretch of floor, the dining room table or a purpose built gaming table. The ideal size of playing area and the use of different types of terrain will be detailed shortly. The important thing is that the edges of the playing area are clearly defined. The playing area depicts the battlefield on which the game takes place and is either referred to as the battlefield or the tabletop.

ROLLING DICE

The outcome of events on the battlefield is decided by the rolling of dice. Obviously your own tactics and the strengths and weaknesses of your army will also play a major part in this but the dice introduces an element of chance, which means that no encounter is a foregone conclusion. You might be facing the mother of all demons but the random factor of the dice means that you still have a chance to prevail, however slim that chance might be!

In Warzone we use a twenty-sided die and we refer to this as a d20. The dice are used to determine such things as the success or failure of an attack. The exact number required to achieve a particular result will be stated in the relevant section of the rules but as a general guide you will be aiming for low numbers. Unless otherwise stated a roll of 1 is always a success while a roll of 20 is always a failure.

MEASURING

Measuring distances forms an integral part of the Warzone battle-system. It determines such things as the distance a model can move and the effective range of Missile Weapons like machine-guns and rocket launchers. Measurements in the rules are given in inches, so where it is stated that a model has a Movement of 4, this means it has a Movement of 4 inches. When measuring distances to and from models, always measure from the nearest edge of the model's base or the nearest part of the model if it does not have a base. When it is your Turn you may measure distances and ranges on the tabletop before deciding what you will do.

PREPARING TO PLAY

Once you have all the elements needed to play a game of Warzone there are a couple of things that need to be done before you actually begin. Each player must choose an army and the table must be set up to represent the battlefield. In a way these are just as much a part of the game but they are carried out before the battle begins.

CHOOSING YOUR ARMIES

Before choosing an army players need to decide how big they are going to be. This is done by the allocation of points: the more points the bigger the armies will be. For example, an army of 2000 points will be roughly twice as powerful as an army of 1000 points. Unless specifically stated, there are no strict rules governing the size of your armies, it is for you and your opponent to decide. Bear in mind that the larger the armies the longer the battle will take to play. As a guide, playing with armies of 500 points should make for a relatively short battle, while using armies of 2000 points would obviously take longer, though even a battle of this size should take no more than a few hours.

Once you have decided on the size of your armies these points can be used to buy models from the force that you have chosen to play. Each model in Warzone has a value known as its Point Cost, which gives an indication of the model's relative effectiveness. All models have specific equipment and Special Abilities and all these are factored into the Point Cost of the model. Thus a model with a Point Cost of 100 will be more powerful than one with a Point Cost of 25.

As players choose models for their army they deduct the model's Point Cost from the total they have agreed to play with. For example, players decide to play a game of Warzone with armies of 1000 points. A player buys 4 models that each have a Point Cost of 25 giving a total of 100 points. He now has 900 points remaining to spend on the rest of his army.

SETTING UP THE BATTLEFIELD

The battlefield needs to be arranged before you begin to play. The ideal surface on which to play Warzone is a sturdy table 6 feet x 4 feet, though smaller tables will suffice and often make for more intense and concentrated battles. In certain circumstances you will need a second area to accommodate such things as floor plans, when incorporating buildings into your battles for instance. The specific requirements for this will be stated in the relevant section of the rules.

Battlefields are rarely flat and featureless; they are broken by hills and rivers and covered with rocks, forests and jungles. We call such features of the battlefield Terrain and how this affects the battle will be detailed shortly.

You can either make your own Terrain or purchase it from your local hobby shop. Look out for Target's range of Terrain and Battlefield Enhancer products. Until you build up your collection you can make use of household items, using books to represent hills and a strip of aluminum foil to represent a river, for instance. It is important for players to agree on how particular pieces of Terrain will affect the battle before they begin, to avoid disagreement later. See the sections on 'Terrain' and 'Cover' for details on how Terrain can affect the battle.

The placing of Terrain will affect the strategy of players and will certainly affect the outcome of a battle. You can use the following procedure to ensure that the layout of the battlefield remains fair for each player.

Roll a d20. The person with the highest score gets to choose and place a piece of Terrain first. Players then take it in turns in a clockwise direction to place pieces of Terrain until they are satisfied with the layout of the battlefield. The layout needs to be agreed upon by both players and the idea is to create an interesting battlefield that does not favor one side or the other.

PLAYING A GAME

Once you have chosen your armies and arranged the battlefield you are ready to start playing a game of Warzone. However, before we go on to describe the game mechanics in detail here is a summary of how a game proceeds from beginning to end. There are some exceptions to this basic summary but these will be stated in the relevant section of the rules.

SUMMARY

1: Choose your armies
2: Arrange battlefield
3: Roll Initiative for Deployment
4: Deploy Forces
5: Roll Initiative to determine the order of play in the 'Game Turn'
6: Players alternate until all models have been activated in the current 'Game Turn'
7: Repeat steps 5 & 6 until the battle is concluded

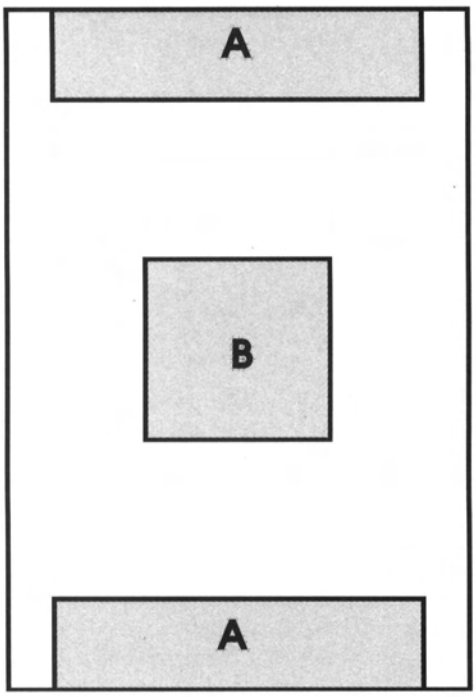
INITIATIVE

The order in which players take their turn can give one player a significant advantage over his opponents. To give all players an equal opportunity we use a simple dice roll, which we call an Initiative roll. Players simply roll a d20 with the decision going in the winner's favor. Sometimes the result of this roll is modified by certain statistics taken from the troops in your army.

The first Initiative roll is used to decide which side of the table you will play from, unless you are playing a scenario, which sets out the starting positions in advance. In a straight head-to-head game players roll a d20 and the player with the highest score gets to choose which side of the table to set up on.

The second time you will roll for Initiative will be to decide who begins placing their forces on the table first. We call this stage of the game Deployment.

DIAGRAM 1



1. DEPLOYMENT ZONES NO. 1

This diagram shows the Deployment Zones for a game where the player at the center of the table is given the task of defending his position.

A) Player 1 Deployment Zone.
B) Player 2 Deployment Zone.

DEPLOYMENT

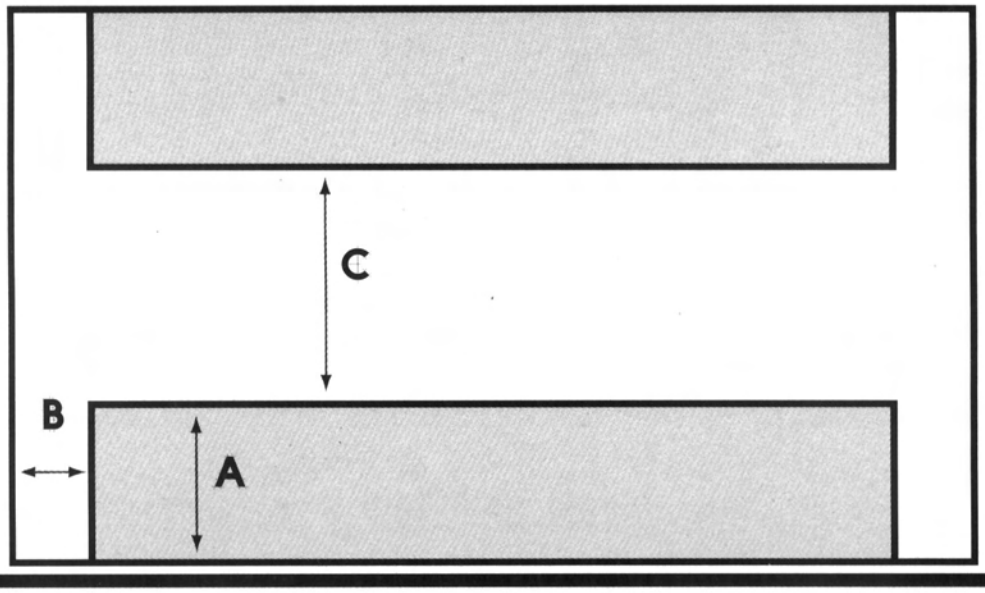
There are two main elements covered in this section. Firstly the order in which troops are placed on the battlefield, which we call Deployment. Secondly the area in which they must be placed, which we call the Deployment Zone.

In some battles Deployment and the Deployment Zone may be specifically stated, if one player was defending a bunker in the middle of the table, for example. Varying Deployment and Deployment Zones can enhance your battles so feel free to experiment. However, you should use the following rules as the basic format for this stage of the game.

Your army is split up into small groups called Units, which will be defined in detail shortly. Players take it in turns placing their army on the battlefield one Unit at a time until all Units have been Deployed. To decide who goes first players roll for Initiative. This time the Initiative roll is modified to account for the fact that one army might be more efficiently led than another. Players roll a d20 and add the highest Leadership statistic (see Character Profile) from any model in their army. When these values are added together the player with the highest score gets to choose which player will place the first Unit on the table, the other players then follow in a clockwise direction until all Units have been Deployed.

The Deployment Zone designates an area of the battlefield in which players are allowed to place troops during Deployment. The exact size and shape of these areas will depend upon the size and shape of your table but the idea is to keep some tactical space between the forces. Try to keep a distance of at least 24 inches between armies at the beginning of a game. Diagrams 1 and 2, show two possible Deployment Zones for a battle played on a 6 foot x 4 foot table.

DIAGRAM 2



2. DEPLOYMENT ZONES NO. 2

This diagram shows basic Deployment Zones for a two-player game on a 6 foot x 4 foot table.

A) 12 inches
B) 6 inches
C) 24 inches

THE TURN SEQUENCE

Once all the Units have been placed on the battlefield it is time for the battle to begin. A battle is divided into Game-Turns and each Game-Turn is further divided into Turns. During one Game-Turn each model gets one Turn in which to act.

To keep track of which models have taken their Turn and which have not we use the following terms to describe what state the model is in. Further details on what models can do in these states will be given in the section on 'Actions'.

Models on the battlefield can be in one of the following states:

Unactivated: Model has not yet taken its Turn during the current Game Turn.

Active: Model is actually taking its Turn during the current Game Turn.

Activated: Model has finished its Turn during the current Game Turn.

Waiting: Model has decided to hold back an Action and keep it in reserve until the next time it becomes Active.

Players roll a d20 at the beginning of each Game Turn to see who will go first and we call this rolling for Initiative. Players roll a d20 and add the highest Leadership statistic from any model in their army (see the 'Character Profile' section). The player with the highest score can either go first or nominate another player to go first. Play then continues in a clockwise direction. When a player takes their Turn they are known as the Active Player.

The first player directs one of his Units to take its Turn and we call this Activating a Unit. When a Unit is Activated all members of the Unit must complete all their Actions before the next Unit is Activated. If a Unit contains more than one model, then each model must expend all its Actions before moving on to the next model. While a model is Active it can perform a number of tasks, such as moving or firing its weapon, all of which will be detailed in the section on 'Actions'. Once a Unit has done all it can do, an Activated Counter is placed beside it to show that its Turn is over. Players take it in turns to Activate Units, in the same clockwise order, until all Units on the table have been Activated. At this point the Game Turn is over, all Activated Counters are removed from the table and players roll Initiative for the next Game Turn. This sequence is repeated until one player is victorious.

WINNING THE BATTLE

A Warzone battle can have a wide variety of victory conditions. The simplest way to achieve victory is to wipe out all enemy forces, leaving only your own models on the battlefield. Alternatively, one player can surrender if he considers his situation to be completely hopeless.

If you are playing to a time limit or to a fixed number of Game Turns you can use a system of victory points to decide the victor. As armies are based on a points system in the first place it is a simple task to determine who has the strongest force remaining in play. At the end of the time limit or the set number of Turns simply add up the Point Cost of the troops remaining in your army and the player with the most points on the table wins.

For example, two players both started with armies of 1000 points. After five Game Turns they decide to end the game and add up the remaining Point Cost of their army. Player 1 has 640 points remaining, player 2 has 490 points remaining - player 1 is the victor.

PLAYING DIFFERENT SCENARIOS

You can add an additional element to a game of Warzone by playing out scenarios with specific victory conditions. These can be as simple or as complex as you like. The important thing is that all players agree on the scenario and that the conditions of the game are clearly understood before the battle begins. Here are just a few suggestions to illustrate the many possibilities.

Prime Target

Each player chooses a particular model from their armies who then become the prime targets on the battlefield. The objective is then for each player to kill these important enemy models, while trying to keep their own alive. The first person to kill his opponent's prime target or the player with the last surviving target in multi-player games, is the winner.

Stand And Fight

This kind of scenario is particularly appropriate when buildings are incorporated into your battles, though you can just as easily designate a specific area of the battlefield to serve as the objective. One player is given the task of defending the building or area, while the other player is charged with attacking it. Victory could be decided when one side destroys the other or by the attacking player getting a model to a designated point within the defended area.

In scenarios like this it is advisable to adjust the point cost of the armies in favor of the attackers - 1500 points for the attackers and only 1000 points for the defenders, for example.

To The Victor The Spoils

A valuable object or objects are placed on the battlefield in neutral positions. These objects then become the focus of the battle. The objective could be simply to place a model from your army in base contact with the object, or to take the object to a designated area on the battlefield. The winner could be the player who remains in contact with the object at the end of a set number of Turns or the one who managed to retrieve the greatest number of objects.

These are only suggestions, you will no doubt come up with your own scenarios, depending on your preference and style of play. The important thing is that all players are clear on the objectives and conditions.

MODELS CAN BE IN ONE OF THE FOLLOWING STATES:

Unactivated: Model has not yet taken its Turn during the current Game Turn.

Active: Model is actually taking its Turn during the current Game Turn.

Activated: Model has finished its Turn during the current Game Turn.

Waiting: Model has decided to hold back an Action and keep it in reserve until the next time it becomes Active.

WARZONE BATTLE SYSTEM

So far we have discussed Warzone in general terms giving you some idea of what you will need to play the game and the basic procedure of how a game is played. In the following sections we will begin to detail each element of the game in greater detail, from the structure of your armies to the finer points of how they can blow each other to kingdom come!

THE PEACEMAKER

We cannot, and would not wish to control every element of the battles you will play. You will design and build your own Terrain and maybe even customize your models. Because of this there may be occasions when you and your opponent are unable to reach agreement over a particular issue. As experienced gamers will know, such disagreements can affect the enjoyment of a game. To avoid such unpleasantness we use a dice roll known as the Peacemaker. If players are unable to agree on an issue they simply roll a d20 with the decision going in the winner's favor.

DEFINING THE BATTLEFIELD

We have already talked about the size of the gaming table and the placing of Terrain, now we shall begin to describe how features of the battlefield actually affect the game itself.

First of all, the edge of the table or playing area represents the perimeter of the battlefield. Any model that moves beyond the edge of the playing area is considered to have left the battle and may no longer take part in the battle.

In addition to this, the playing area might extend to a second table where floor plans are laid out. This is likely to occur when buildings are incorporated into your battles and the details of how they are used will be given in the chapter on 'Buildings'. Floor plans are used to represent areas within the playing area when it is not practical to place models there. In underground bunkers for example.

TERRAIN

Terrain plays a major role in Warzone battles, whether providing cover or restricting the movement of models. Hills, trees, walls, rivers and rocks are all examples of Terrain that you might find on the battlefield. However, Terrain can be a difficult thing to define as there are no standards to refer to. The important thing is for you and your opponents to agree on the effect a given piece of Terrain will have on the battle. To help you with this we classify Terrain into the following categories.

Impassable

Impassable Terrain includes such things as unscaleable cliffs, ravines and wide rivers. As a general rule, models may not cross Impassable Terrain unless they have specific Special Abilities or equipment. Models may attempt to climb such things as cliff-faces and high walls and this will be covered in the section on 'Climbing'.

Rough

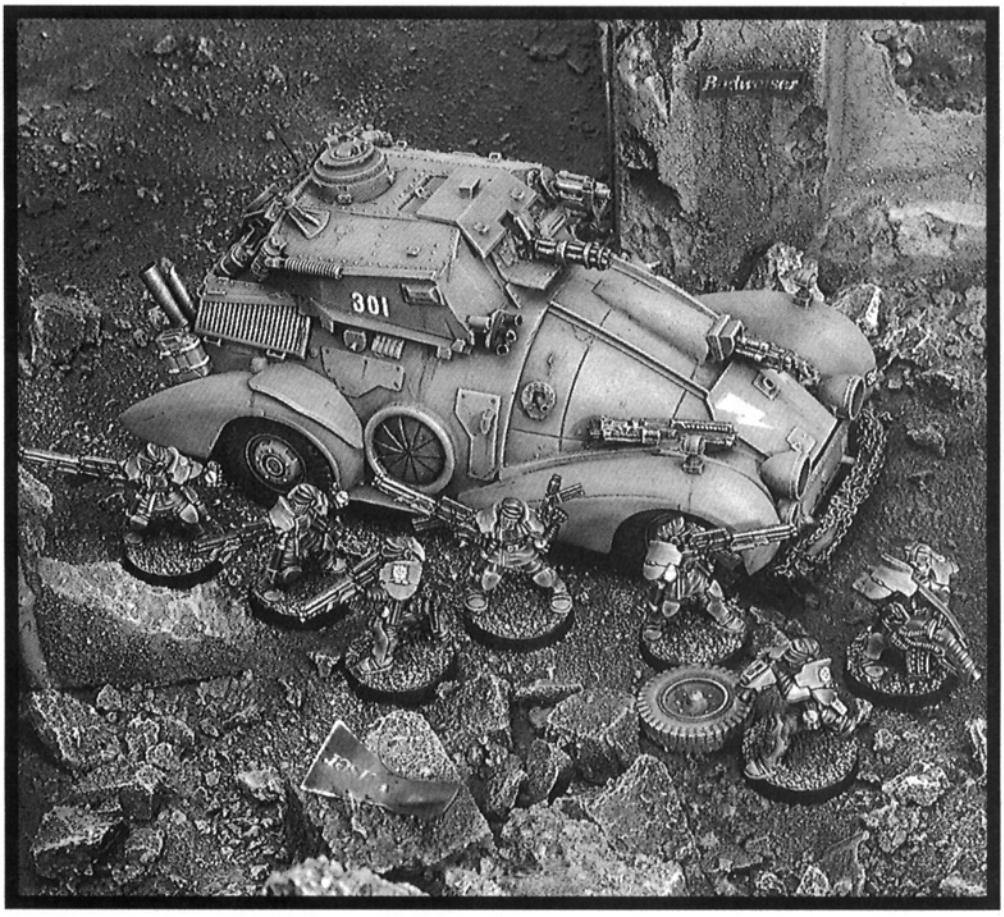
Rough Terrain is anything that might hamper the progress of models moving through or over it. This could be dense undergrowth, heavily broken ground or swamps and shallow rivers. When moving through Rough Terrain a model's Movement is halved. For example, a model with a normal Movement of 3 inches per Action would only move 1.5 inches for each Action when Moving over Rough Terrain. See the section on 'Movement' for more details. If a model begins its Move outside Rough Terrain then it Moves up to the edge of the Rough Terrain and halves any remaining Movement. However, a model's Movement can never be reduced to less than 1 inch when Moving through Rough Terrain.

Flying and hovering models are not normally affected by Rough Terrain but this will be detailed in the section on 'Flying Models'.

Terrain Obstructions

This describes such things as low walls and fences. As a general rule, if the Terrain Obstruction is shorter than the model, then the model may spend one Action to clamber over it. In some cases models can fight over Terrain Obstructions and the rules covering this will be detailed in the section on 'Close Combat'.

These three basic headings cover the majority of Terrain that you are likely to use in your battles. How models might use such features to shield themselves from enemy fire will be detailed in the 'Cover' section of 'Ranged Combat'. Any other exceptions to these general rules will be given in the relevant section of the rules.



YOUR ARMY

Having decided on the size of the battle you are going to fight players then choose their army from the Army List book. In this section we shall outline the structure of an army in greater detail.

UNITS

All armies in Warzone are divided into groups known as Units. A Unit can be either a Squad or an Individual.

- A Squad is a group of models that acts as a coherent group. However, each member of the Unit is Activated individually and to a certain extent may act independently from the Squad.
- An Individual can either be a single model or a model with a number of components such as a vehicle and its crew, which is activated and treated as a single model.

SQUADS

A Squad is a group of models that work together as a Unit on the battlefield. The members of a Squad are trained to operate as a team.

Squad Leader

All Squads contain a model known as the Squad Leader who acts as the central point of reference for the other members of the team. This can either be a specific Leader such as a Sergeant or Captain or simply a designated member of the Squad. Specific Leaders normally have enhanced stats and certain Special Abilities to reflect the fact that they are responsible for holding the Squad together and making command decisions. While the Leader is alive the Squad operates at maximum efficiency. If the Leader dies the Squad may still hold together but it will be somewhat less efficient.

Whether or not a Unit has a specific Leader will be detailed in the Structure of the Unit's Profile. Further details on the importance of Leaders will be outlined in the section on 'Command Distance'.

Specialists

Many Squads have highly trained members known as Specialists. These are models with particular Special Abilities and or equipment. Any such Special Abilities or equipment will be stated in the model's Profile. Specialists include such things as Medic, Rocket Launcher, Heavy Weapon and Grenadier. Specialists will be detailed in the Army List book.

INDIVIDUALS

An Individual is effectively a Unit of one. Individuals could be a single human model, a large creature or a vehicle with several crew-members. Whether or not a model is an Individual will be stated in the model's Structure. Individuals should not be confused with single models from a Squad. Even if a Squad is reduced to one last remaining model it is still treated as a Squad.

Individuals are often very powerful models and as such are relatively rare within the ranks of an army. To reflect this there are restrictions placed on the number of Individuals you may have in your army and such limitations will be stated in the Army Lists.

There may be further limitations on purchasing certain especially powerful models and these will be stated in the model's Profile.

MODEL CLASSIFICATIONS

Regardless of whether a model is an Individual or a member of a Squad it will usually be classified as one of the following:

- Infantry
- Mounted
- Vehicles

The majority of models in Warzone are classed as Infantry regardless of whether they are humans, dogs or foul demons. Because of this the main body of rules deals primarily with normal models under normal conditions. There are separate chapters to deal with the following areas in greater detail:

- Vehicles
- Flying
- Buildings

MODEL PROFILES

Every model in Warzone has a Profile that describes everything you need to know about the way the model behaves on the battlefield. The Profile for each model can be found in the Warzone 'Army List' book. Profiles may vary from model to model but they all follow the same basic format:

NAME

This is simply the model's name. For example, Undead Legionnaire or Capitol Free Marine.

POINT COST

This is the cost of the model in points. Generally, the more points a model costs, the better it is. However, this is not only a reflection of combat ability. For example, a specialist or medic might have a higher Point Cost because they possess certain Special Abilities and or equipment.

STAT LINE

The Stat Line is a line of characteristics that show a model's strengths and weaknesses. In the rules we refer to these characteristics as 'stats'. Some models such as Vehicles might have two or more Stat Lines in their Profile to account for the way such models operate. The characteristics included in the Stat Line are as follows:

Close Combat (CC)

This statistic tells you how good the model is when fighting in base contact with the enemy and can range from 1 to 20, where 1 is exceptionally poor and 20 is exceptionally good. On this scale the average human model would rate about 7. Most weapons can be used in Close Combat, from an assault rifle to a sword. However, certain weapons give a bonus or a penalty to a model's CC due to the nature of their effectiveness when fighting in close quarters. Whether or not a weapon can be used in CC and any modifiers will be listed in the weapon's Profile.

Ranged Combat (RC)

This statistic tells you how good the model is when attacking an enemy that is not in base contact and can range from 1 to 20, where 1 is exceptionally poor and 20 is exceptionally good. On this scale the average human model would rate about 7. This statistic is used for any kind of ranged combat from throwing a knife to firing a rocket-propelled grenade. Again, certain weapons give a bonus or a penalty to a model's RC due to the nature of their effectiveness. Such modifiers will be listed in the weapon's Profile.

Power (PW)

This statistic indicates the model's mental power and can range from 1 to 20, where 1 is exceptionally poor and 20 is exceptionally good. On this scale the average human model would rate about 7. This statistic is used by models with Supernatural Powers. It describes how powerful they are and how effective such powers might be. The majority of models do not have Supernatural Powers. The Power of such models will therefore be used for such things as resisting the effects of a hostile influence directed towards them. Further details will be given in the section on 'Supernatural Powers'.

Leadership (LD)

This statistic gives an indication of the model's self-control and also their ability to influence and command those around them. Leadership can range from 1 to 20, where 1 is exceptionally poor and 20 is exceptionally good. On this scale the average human model would rate about 10. This statistic is a reflection of training and discipline; it can affect what models are able to do on the battlefield and how they react to difficult and frightening circumstances.

Actions (AC)

This statistic provides a means of deciding how much a model may do during its Turn. You can think of Actions as separate opportunities to do things such as Move, Climb or fire a weapon, or you can think of them as the amount of effort a model expends to perform an activity. For instance, it might take a man two attempts to break down a door but if he gives it all he's got he could break the door down with one mighty attempt. The average human model has 3 Actions, which it can use to perform certain activities during its Turn. This will be detailed further in the section on 'Actions'.

Wounds (W)

This statistic indicates how much punishment a model can take before it is killed or destroyed. The average human model has one Wound, which means that one good shot from a rifle will kill it. Larger or tougher models might have more than one Wound. Vehicles, the doors of buildings and even certain pieces of Terrain might also have Wounds but these will be stated in the relevant sections. Whatever the case, if a target's Wounds are reduced to zero it is destroyed, broken or killed.

Strength (ST)

This statistic illustrates the physical strength of a model. Strength can range from 1 to 20, where 1 is exceptionally week and 20 is exceptionally strong. On this scale the average human model would rate about 7. Strength determines the amount of Damage a model will inflict with a weapon like a sword. For instance, a strong model will inflict more Damage with a sword than a weak model. However, Strength will have no effect on the Damage caused by a bullet as this is derived from the nature of the weapon and not the Strength of the model pulling the trigger.

Movement (MV)

This statistic shows the distance in inches that a model can Move by spending 1 Action. Movement ranges from 1 inch upwards, with the average human model having a Movement of 3 inches. Flying models may have two values under Movement, one for Movement on the ground and one for Movement while Airborne. Movement can be affected by Terrain as described in the section on 'Terrain' and further details will be given in the section on 'Movement'.

Armor (A)

This statistic gives an indication of how difficult the model is to damage. Armor can range from 1 upwards and the higher the value the better the protection. The average human model, without the addition of something like a flak jacket, would rate about 7. Armor should not be thought of as a suit of steel plates but as a target's resistance to damage. For example, some creatures might have particularly tough hide and the door to a fortified bunker might have a high Armor because of the nature of its construction..

Size (S)

This statistic represents the model's relative Size. Size ranges from 1 upward with a human model being Size 2. Large creatures might be Size 3 or 4, where as large Vehicles could be many times bigger. Size is not only related to height but to physical bulk. Size can affect a number of factors such as accessibility to buildings and certain aspects of combat, which will be covered in the relevant section.

STRUCTURE

This describes the composition of a Unit and whether the Unit is a Squad or an Individual. If the Unit is a Squad the Structure will state the maximum and minimum number of models allowed in the Squad and the number and type of Specialists that might be included in the Squad.

EQUIPMENT

This part of the Profile lists all the weapons and equipment that a model has in its possession. All weapons and equipment are factored into the Point Cost of a model. If you need a Heavy Weapon or Grenadier Specialist then you will need to buy a model that is already furnished with this equipment and training.

SPECIAL ABILITIES

This part of the Profile lists any Special Abilities that the model might possess, although not all models will have Special Abilities. Special Abilities can include many different things such as bonuses or penalties to Movement and Combat or Immunity to certain adverse affects. You will find a list of Special Abilities and an explanation of their effects in the 'Special Abilities' section.

SPECIAL RULES

This part of the Profile describes any Special Rules that might apply to the model. Not all models will have Special Rules and they are not always an advantage, they simply describe the specific nature of the model in question. For instance, some creatures go into battle armed only with teeth and claws. Such 'weapons' can not be described as equipment and will therefore be defined in the model's Special Rules.

FACING

Most models in Warzone have two facings: front and rear. Front Facing is the direction in which a model is looking and Rear Facing is the direction to which its back is turned. This doesn't mean to say that they never look behind them it simply illustrates the direction in which their attention is focused. Certain unusual models might not have a Front and Rear Facing and this will be stated in the model's Profile. For most models their Front Facing is 180 degrees taken from the center of their base (see diagram 3).

LINE OF SIGHT

Line of Sight simply means that a model is able to see its target. The target might be another model, an object or an area of the battlefield. On a gaming table covered with models and various types of Terrain it is not always easy to determine whether or not a model has LOS. To see if something is blocking a model's LOS players need to get down to the model's eye level. A model either has LOS or not and players must decide one way or the other. Obviously, if you can only see a tiny part of the target model then some discretion is needed. If there is any disagreement about whether or not a model has LOS players should roll the Peacemaker.

Models are said to have 360 degree LOS. This means that while they might be concentrating on a particular direction there is nothing to stop them turning around to look behind them. However, they are also said to have a Firing Arc to show that they are concentrating on a particular direction. Unless otherwise stated the Firing Arc of a model is 180 degrees to the model's Front Facing (see Diagram 4).

EXAMPLE OF A CHARACTER PROFILE: HUSSAR KAPITAN

Hussar Kapitan **Cost 36**

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Hussar Kapitan

Equipment:

SMG

Special Abilities:

Tactical Sense, Give Orders

Special Rules:

You may purchase Hussar Kapitans just like any other Individual so long as you have at least one Squad of Hussars in your army.

DIAGRAM 3

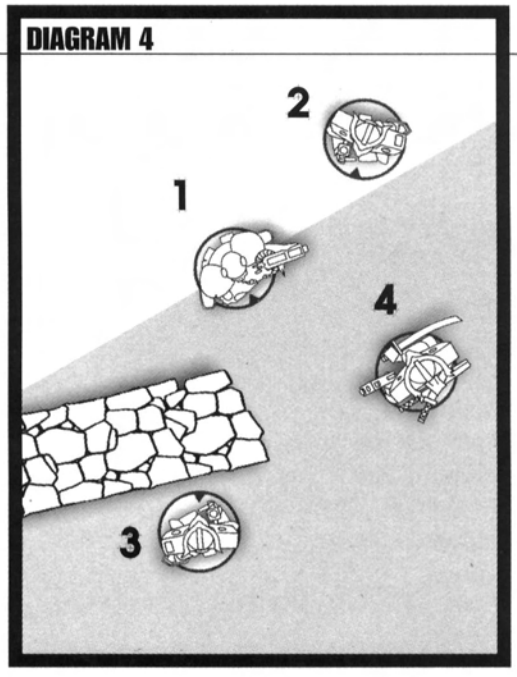
MARK ON MODEL'S BASE

This diagram shows a model's Front Facing indicated by the mark on the model's base.

GAMING TIP

Players should agree on how to determine their model's Front Facing. They might agree that it is shown by the direction the model's face is looking or the direction their weapon is pointing. It is not always easy to decide which direction a model is facing so it is a good idea to paint a small mark or symbol on the model's base to indicate Front Facing (see diagram 3).

DIAGRAM 4

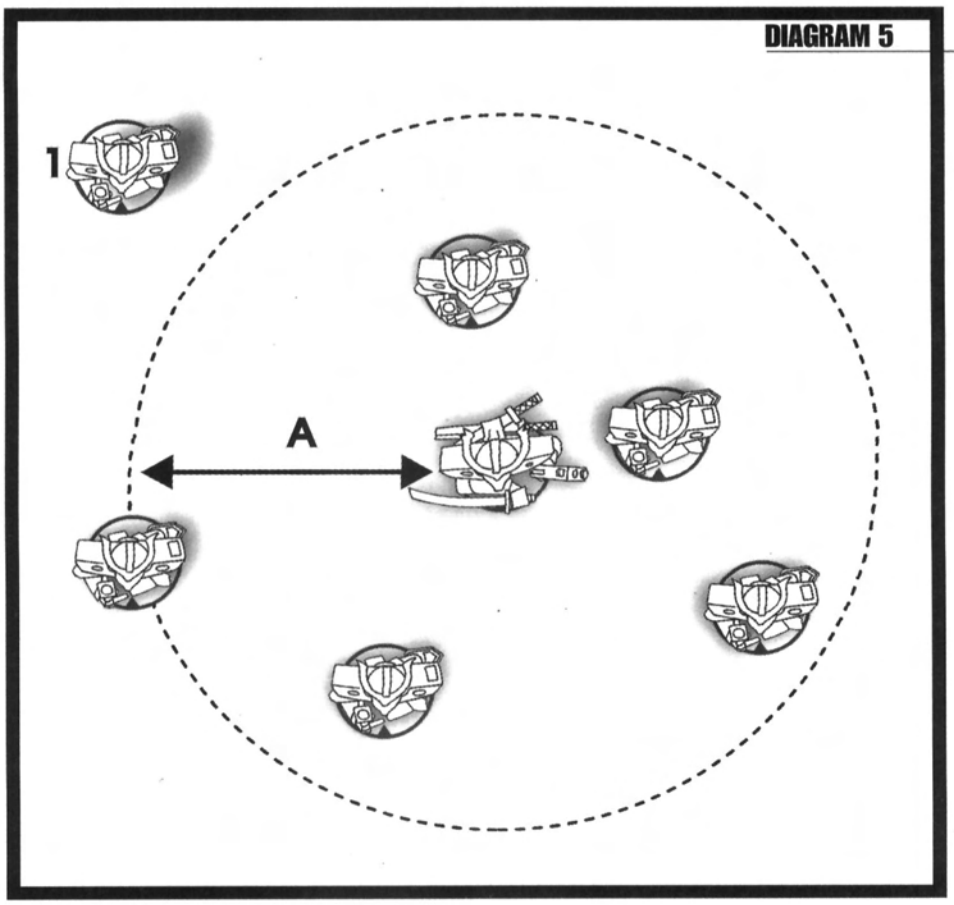


4. FIRING ARC AND LINE OF SIGHT

Shaded area shows the Firing Arc of model 1.

- Model 2 is in LOS but not within the Firing Arc.
- Model 3 is within the Firing Arc but not in LOS.
- Model 4 is within the Firing Arc and in LOS and therefore is the only valid target.

DIAGRAM 5



5. COMMAND DISTANCE

A) Command Distance of 6 inches measured from Squad Leader.
Model 1 is out of Command Distance.

GAMING TIP

It can be difficult to keep track of a Squad Leader when all remaining members in the Squad look the same. To overcome this problem we recommend that you identify one of the standard Squad members with a distinguishing mark. A simple spot of paint on the model's base will suffice. If the Leader of a Squad is killed and only standard Squad members remain then the nearest model becomes the new Leader. Being careful to note the exact positions of the models, swap the marked model with the new Leader. If this model is then killed simply replace the new Leader with the marked model. This way you will always be able to identify the model that is 'acting Squad Leader' by the spot on its base.

SQUAD LEADERS AND COMMAND DISTANCE

Every Squad has a Leader, a particular model that acts as a central point of reference for the other members of the Squad. To maintain full efficiency all members of the Squad must remain within 6 inches of the Leader and we call this Command Distance. Command Distance is a term used to define the effective range over which a Squad can maintain a good level of communication and coordination. If a Squad becomes too spread out or a member of the Squad gets cut off from his companions they will cease to operate effectively.

Models may move out of Command Distance but if they do so they will not function as effectively because they no longer have the support or guidance from their Leader and comrades. If for any reason a model finds itself outside Command Distance when it is Activated it suffers the following penalties:

- The model's CC, RC and LD stats are halved (rounded down).
- It must use its own reduced LD stat for Tests and not that of the Squad Leader.

In addition to defining the center of Command Distance Leaders play other important roles within a Squad. Throughout the rules we use terms like Morale and Leadership Test. These are basically tests to determine how a model reacts to particular circumstances. However, when a Squad takes a Morale or Leadership Test they use the Leader's LD stat as he is the center of command and responsible for holding the Squad together in the heat of battle.

If the Leader of a Squad is killed then another member of the Squad must take his place. Such Leaders may not have the original Leader's Special Abilities but they will still act as the center for Command Distance and it will be their LD stat that players use when making Morale or Leadership Tests for the Squad. If your Squad Leader is killed use the following procedure to determine which model will take its place.

If your Squad Leader is killed:

- The model in the Squad with the next highest LD stat will take its place.
- If all remaining models in the Squad have the same LD stat then the model nearest to the deceased Leader, that is not a Specialist, becomes the new Leader until it is killed.
- Specialists never become Squad Leaders unless they are the only remaining models in the Squad, in which case the same procedure follows as for other models.

CHARACTER TESTS

There are many occasions in Warzone when models need to determine how they react to challenging situations and we call these tests. The situation might challenge such characteristics as the model's Strength, Power or Leadership and this will be stated in each case. Sometimes a model might simply need to roll equal to or under the relevant stat, as with a Leadership Test, for example. At other times the required roll might be decided by comparing two statistics. If

they are trying to break free from a man-eating plant, for instance, they might need to compare their Strength with that of the plant.

The nature of the required test will be stated in the relevant section and depending on the difficulty it may be modified by a bonus or a penalty.

MORALE

Morale Tests are used in Warzone for a number of things. They are used to decide whether models have the self-discipline to maintain control in desperate situations. The main difference between a Morale Test and a normal test is that Morale Tests can apply to an entire Squad and not just the model making the test. When a player makes a Morale Test for a single model they roll against the model's Leadership. When a Player makes a Morale Test for a Squad they roll against the Leadership of the Squad Leader. This illustrates that the Leader is responsible for holding the Squad together. To make a successful Morale Test the player must roll equal to or under the model's Leadership stat.

PANIC

Many things on the battlefield can cause models to Panic. If the battle is going badly and comrades are falling around them or they are faced with a particularly fearsome enemy they are likely to Panic. Some models are Immune to Panic and this will be stated in their Profile. Most models are not Immune to Panic and must therefore make a Morale Test to maintain control.

WHEN TO MAKE A MORALE TEST AGAINST PANIC

There may be certain models, Special Abilities or Supernatural Powers that cause enemy models to Panic and these will be stated in the relevant section. Models must make a Morale Test when one of the following occurs:

- If a Squad suffers fifty percent or more casualties. For example, a Squad of 9 would not need to test until they are reduced to 4 members as this is less than fifty percent.
- Once a Squad is reduced to fifty percent they must roll for each additional casualty.
- If an Individual's Wounds are reduced to fifty percent or less.
- Once an Individual's Wounds are reduced to fifty percent they must roll for each additional Wound.

The following general rules concerning Panic also apply.

- Units that are in a state of Panic do not need to make further Morale Tests against Panic.
- Only one Morale Test is made by the affected Unit during the **Active** Unit's Turn.
- Morale Tests are made at the end of the **Active** Unit's Turn.

For example, a Squad of 8 Free Marines attacks a Squad of 8 Ashigaru. Half way through their Turn the Marines have killed 4 Ashigaru, who will now be required to make a Morale Test at the end of the Marine's Turn because they are reduced to fifty percent. However, the Marines kill another Ashigaru before they are finished. Even though they have suffered an additional casualty the Ashigaru still make only one Morale Test at the end of the Free Marine's Turn.

Should a different Unit now attack and kill one of the unfortunate Ashigaru they would then be required to take another Morale Test at the end of the new attacking Unit's Turn.

RESISTING PANIC

To resist the effects of Panic a Unit must make a successful Morale Test and the following rules apply:

- Individuals use their own LD stat for the Morale Test.
- When a Squad makes a Morale Test they make one roll for the entire Squad using the Squad Leader's LD stat.
- Members of a Squad that are outside Command Distance do not test with the rest of the Squad. They must use their own reduced LD stat to resist Panicking, as stated in the section on 'Squad Leaders and Command Distance'.

THE EFFECTS OF PANIC

If a Unit fails its Morale Test to resist the effects of Panic then it is said to be Panicked; a Panic Counter is placed beside it and the following rules apply:

- All Wait Counters are removed from the Unit.
- The CC, RC and PW stats of the Unit are halved (rounded down), while suffering from the effects of Panic. This is cumulative with the effects for being outside Command Distance. So a Panicked Squad member outside Command Distance will have its stats halved again (rounded down). As you can see, such a model would be in serious trouble!
- Panicked models cannot Wait, Aim, Charge or Countercharge. Neither can they use a Supernatural Power or a Special Ability that requires the spending of an Action.

RALLY

A Unit suffering from Panic can attempt to Rally in order to regain control. At the beginning of their Turn a Panicked Unit makes a Morale Test, as described in 'Resisting Panic'. If a model that Panicked while out of Command Distance moves back into Command Distance they remain Panicked but at the start of their next Turn they may use the LD stat of the Squad Leader to try and Rally. If this Test is successful the Unit is no longer Panicked and can carry out its Turn as normal. However, the position of enemy Units has an effect on this Morale Test as follows:

- If any member of the Panicked Unit has LOS to any member of an enemy Unit then the LD stat suffers a penalty of -4 for the Morale Test needed to Rally.
- If the Panicked Unit is out of LOS to enemy Units then the Morale Test needed to Rally suffers no penalty.
- Individuals with certain Special Abilities can attempt to Rally a Panicked Unit by making a successful Leadership Test. The Panicked Unit's Leader must be within Command Distance of the Individual and this can only be attempted once during the Individual's Turn.

WHEN TO MAKE A MORALE TEST AGAINST PANIC

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- Units that are in a state of Panic do not need to make further Morale Tests against Panic.
- Only one Morale Test is made during the Active Unit's Turn.
- Morale Tests are made at the end of the Active Unit's Turn.

RESISTING PANIC

- Individuals use their own LD stat for the Morale Test.
- When a Squad makes a Morale Test they make one roll for the entire Squad using the Squad Leader's LD stat.
- Members of a Squad that are outside Command Distance do not test with the rest of the Squad. They must use their own reduced LD stat to resist Panicking, as stated in the section on 'Squad Leaders and Command Distance'.

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- Individuals with certain Special Abilities can attempt to Rally a Panicked Unit by making a successful Leadership Test. The Panicked Unit's Leader must be within Command Distance of the Individual and this can only be attempted once during the Individual's Turn.

USING A RESERVED ACTION

- A model must spend an Action to Wait.
- Only a Waiting model can use a reserved Action.
- Using an Action to Wait ends a model's Turn and a Wait Counter is placed beside the model to show that it is Waiting. Waiting models can only ever reserve one Action regardless of how many Actions they had left when they decided to Wait.
- A Waiting model must make a successful Leadership Test before it can use its reserved Action. If it fails this Test it has wasted its reserved Action and the Wait Counter is removed.
- If a Waiting model makes a successful Leadership Test it may use its reserved Action to perform any of the Activities listed in the Activity Appendix.
- A Waiting model loses its reserved Action if it is engaged or attacked in Close Combat, takes a Wound, suffers any harmful effects from a Supernatural Power or is forced to Move. If this happens the Wait Counter is removed.

ACTIONS

Actions are the number of opportunities a model has to do something while they are Active. Most models will have 3 Actions, which essentially gives them three opportunities to do something during their Turn. For example, a model with 3 Actions could Move three times, or it could Move, Aim then Fire its weapon. In certain circumstances, such as attacking with a sword in Close Combat, a model can use more than one Action to make a given Activity more effective.

At the back of the book you will find an appendix of Activities that can be done by spending an Action. Specific Activities will be detailed in the relevant section of the rules. For example, if a model wants to use an Action to Move, the rules concerning this will be covered in the section on 'Movement'. There is one Activity, known as Waiting, which relates to all sections of the rules so we shall cover it here in detail.

WAITING

When a model is Waiting it is effectively holding an Action in reserve to use sometime before the next time it becomes Active. This is something of a gamble because it might not get the opportunity to use its reserved Action in which case the Action will have been wasted. This is to reflect any indecision on the Waiting model's behalf. He might spend too long trying to decide whether or not to use his reserved Action, by which time it is too late. You will find a list of the Activities that can be done with a reserved Action in the Activity Appendix.

USING A RESERVED ACTION

The following rules outline the basics of using a reserved Action:

- A model must spend an Action to Wait.
- Only a Waiting model can use a reserved Action.
- Using an Action to Wait ends a model's Turn and a Wait Counter is placed beside the model to show that it is Waiting. Waiting models can only ever reserve one Action regardless of how many Actions they had left when they decided to Wait.
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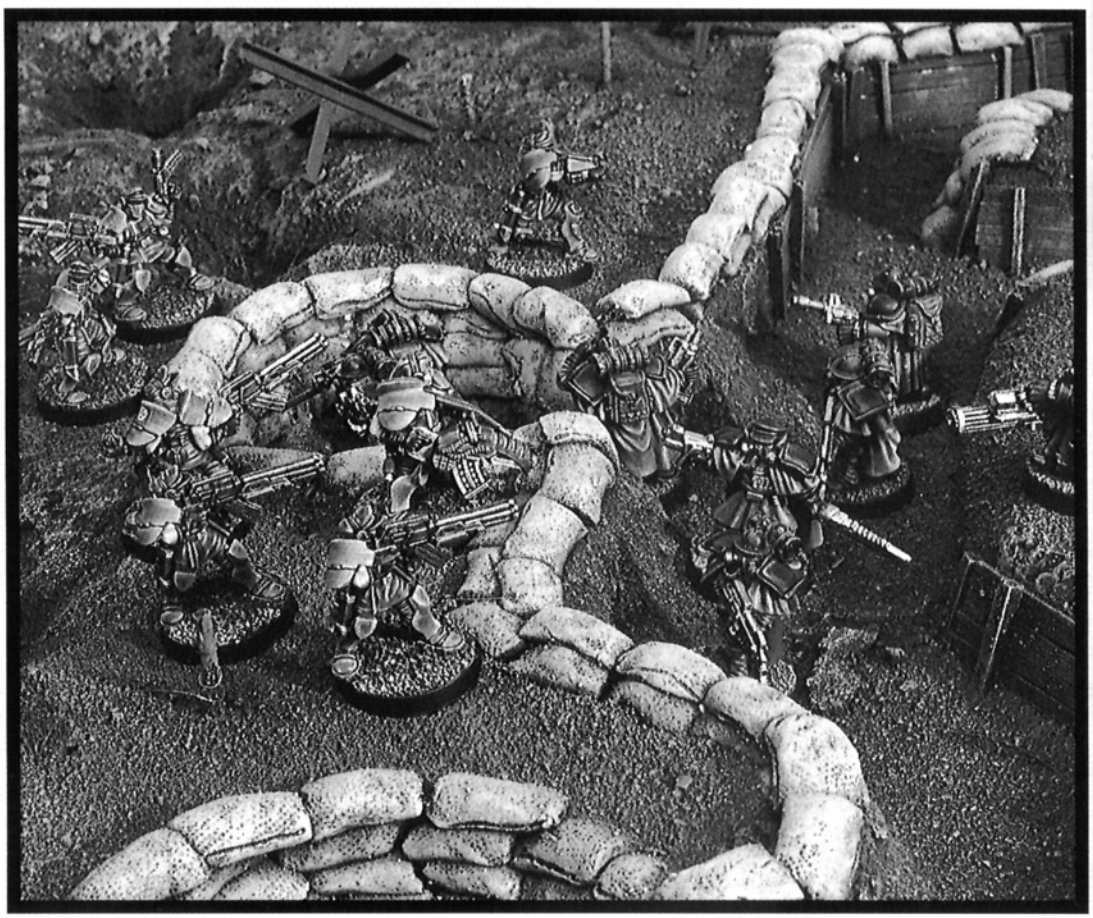

WHEN A RESERVED ACTION CAN BE USED

The following rules outline when a reserved Action can be used:

- A model can use its reserved Action at anytime before it becomes Active in the following Turn, providing it makes a successful Leadership Test as stated earlier.
- A model can use its reserved Action to interrupt another model's Turn at any time.
- Unless otherwise stated, a model can use its reserved Action to interrupt another model's Activity so long as the interrupted Activity does not require a dice roll. For example, a model using an Action to Move can be interrupted because it requires no dice roll. However, a model using an Action to Fire its weapon can not be interrupted because it must roll to determine the outcome of the Activity. The Waiting model must wait until such Activities are resolved before he can use his reserved Action.
- If a player has more than one Waiting model he can use all their reserved Actions to interrupt another model's Turn or Activity if he so wishes. You can think of this as an entire Squad primed and ready to open fire at the same moment.

WHEN MORE THAN ONE PLAYER HAS WAITING MODELS

Things become more complicated when different players have more than one Waiting model and they need to decide who gets to use their reserved Action first. When two or more Waiting models want to use a reserved Action at the same time there are two ways of deciding which player has priority. One depends on the order of play and the other depends on whether or not the Activity requires a roll.

- A reserved Action can not be interrupted with another reserved Action but models can respond to a reserved Action in the case of a Countercharge or Diving for Cover.
- If two or more players want to perform the same kind of Activity at the same time, then the player to the left of the Active player has priority, and the order of priority proceeds in the normal clockwise direction. However, if two or more players want to perform different Activities at the same time, one of which requires a roll and one of which does not, then priority goes to the player whose Action requires a roll (see diagram 6).

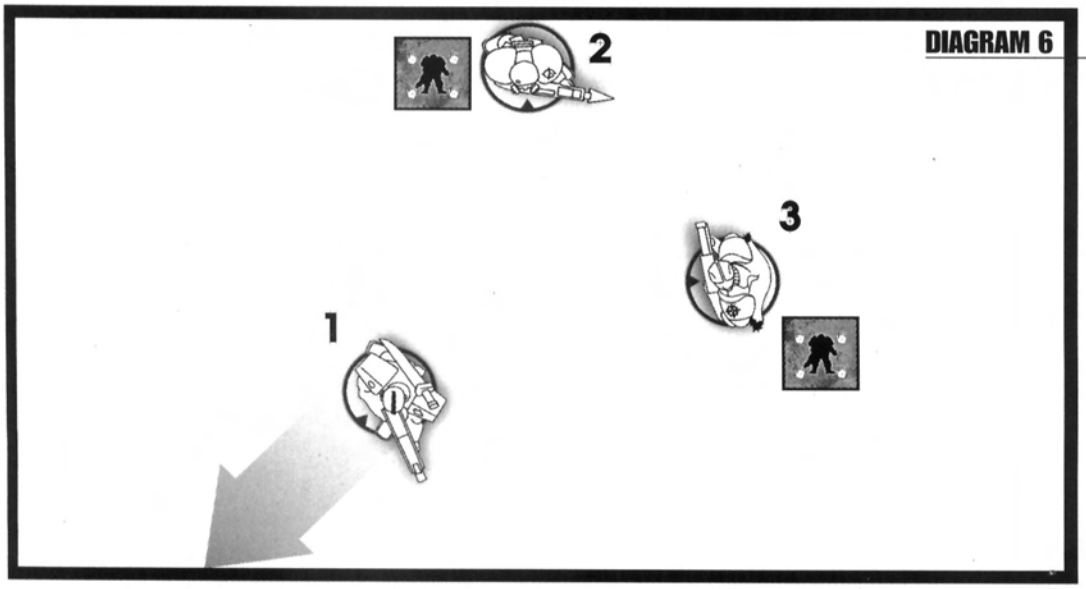

DIAGRAM 6

6. USING RESERVED ACTIONS

Example 1:

- Player 1 is the Active player and decides to Move his model away from the enemy.
- Player 3 wants to use his reserved Action to Fire at player 1 but player 2 wants to use his reserved Action to Fire at player 3.
- Both Activities require a roll but player 2 has priority because he comes first in the order of play.
- If the shot fails to Damage player 3 he may then use his reserved Action to Fire at player 1.

Example 2:

- Player 1 is the Active player and decides to Move his model away from the enemy.
- Player 3 wants to use his reserved Action to Fire at player 1 but player 2 wants to use his reserved Action to Charge player 3.
- In this case player 3's Activity requires a roll, while the Charge from player 2 does not. Therefore player 3 has priority.
- Player 3 gets to Fire at player 1 first but now his reserved Action is finished and he must face the Charge from player 2 without the opportunity to Countercharge.

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MOVEMENT

- Models may Move through friendly Squads without penalty. However, they can not end a Move with their base overlapping that of another model.
- Models cannot Move through enemy Squads unless the gap between enemy models is 2 inches or more.
- Models can Move between two separate enemy Squads so long as the gap between them is 4 inches or more.
- Models can Move between an enemy Squad and an obstructing piece of Terrain, so long as the gap between them is 2 inches or more.
- Models may never Move into base contact with an enemy model unless they are Charging or Countercharging.
- A model might be Moved towards the enemy by the effects of a Special Rule such as an explosion. Models Moved in this way are never placed in base contact with enemy models. Players must leave a visible gap between the bases to avoid confusion when using rules that differentiate between bases that are touching and those which are not. For example, if models are in base contact they may engage in Close Combat. If not, then one of them must initiate a Charge (see the section on 'Close Combat').

MOVEMENT

A model can use an Action to Move. The distance that a model can Move with each Action will be stated in the model's stat line. For example, a model with 3 Actions and a Movement of 3 inches will be able to Move up to a total 9 inches in one Turn. Movement can be limited by things such as Terrain. However, unless otherwise stated, a model's movement can not be reduced to less that 1 inch for each Action.

Ascending steps or steep Terrain can affect a model's linear Movement. This will depend upon the type of Terrain in question but as a general rule assume that for every inch the model ascends, its linear Movement is reduced by one inch. Thus a model will proceed more slowly when Moving up a steep slope.

Certain models, such as flying models, might have two MV stats. This serves to indicate that such models Move at different speeds depending on whether they are Earthbound or Airborne (see the chapter on 'Vehicles and Flying').

While spending an Action to Move, models may change direction and end up facing in any direction. However, if a model wishes to turn around to Fire at a model behind it, it must spend an Action to do so. The rules for moving between other model are as follows:

- Models may Move through friendly Squads without penalty. However, they can not end a Move with their base overlapping that of another model.
- Models cannot Move through enemy Squads unless the gap between enemy models is 2 inches or more.
- Models can Move between two separate enemy Squads so long as the gap between them is 4 inches or more.
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CLIMBING

Climbing over obstacles that are smaller than the model is covered in the section on 'Terrain'. There are many occasions when models on the tabletop might want to climb up or down vertical Terrain features. Negotiating Terrain like this requires the model to expend one Action.

The following rules introduce Climbing and allow models to attempt to Climb Terrain features that are taller than the model in question, such as cliffs, walls and even large trees.

- All models of a basically humanoid nature may attempt to Climb. Where other models are concerned, if players can't agree on whether or not a creature would be able to Climb a given piece of Terrain, they should simply roll the Peacemaker.
- By spending an Action models can Climb 1 inch.
- Once climbing, models must spend all their available Actions Climbing and can do nothing else until they reach a flat surface upon which they can stand.
- Climbing models must make a Climbing roll at the end of each Action spent Climbing to see if they fall.
- If a model takes a Wound while climbing but is not killed or is successfully targeted by a hostile Supernatural Power it must make a Climbing roll to see if it falls.

CLIMBING ROLL

A Climbing roll is made to determine whether or not a model falls while attempting to Climb. Models make one Climbing roll at the end of each Action spent Climbing. On a result of 19 or 20 the model has fallen and players must refer to the section on 'Jumping and Falling' to determine whether or not they suffer any damage from the fall. Some models might have Special Abilities or equipment that affects this roll and these will be stated in the relevant section.

JUMPING AND FALLING

If a model jumps or falls from a window or an elevated piece of Terrain they are likely to be injured by the fall and the greater the height of the fall the greater the risk of injury. Models might fall while attempting to Climb the wall of a tower or be pushed off a ledge. Equally they might decide to jump from a cliff to escape an enemy or to fall on an unsuspecting foe.

If a model wants to jump from a height of 6 inches or over they must make a successful Leadership Test to see if they have the nerve to jump.

Whether jumping or falling they must refer to the following table and make an Armor roll to see if they take a Wound or Wounds from the fall. Simply measure the distance that the model has fallen and make the Armor roll against the corresponding damage.

If there are models directly beneath a falling model they are not hit by it. If the falling model survives simply place it as close to any enemy models beneath it but not in base contact.

JUMPING / FALLING DAMAGE

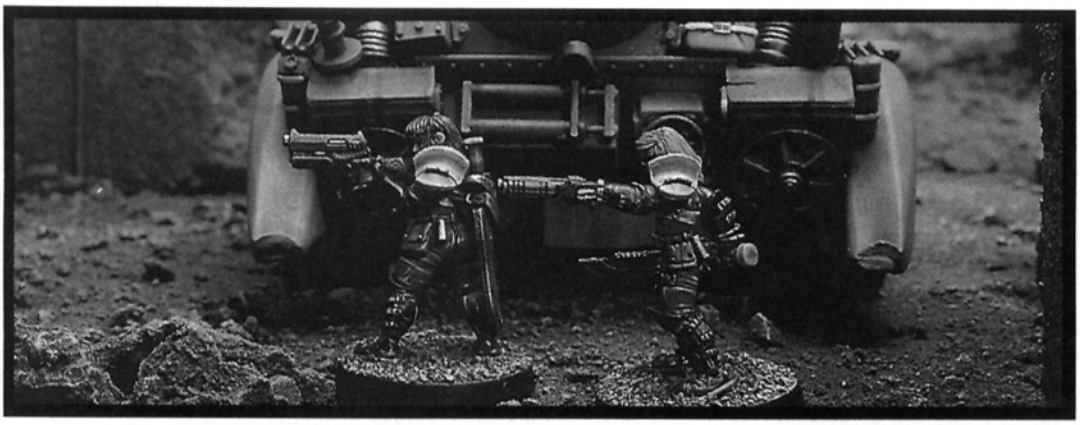
Height	Damage
Up to 3 inches	4
From 3 to 6 inches	7
From 6 to 9 inches	10 (x2)
From 9 to 12 inches	13 (x2)
From 12 to 15 inches	16 (x3)
From 15 to 18 inches	19 (x3)

DIVE FOR COVER

There may be occasions when a model can see an attack coming and needs to get out of the way before it hits and this is called Diving For Cover. Unless otherwise stated, models may only Dive For Cover from Ranged Template Weapons and Vehicles attempting to Ram them (see the chapter on 'Vehicles' for details on Ramming).

Models may attempt to Dive For Cover from Vehicles attempting to Ram them so long as they make a successful Leadership Test. However, only Waiting models may Dive For Cover from Ranged Template Weapons and they must make a successful Leadership Test in order to use their reserved Action.

If the model attempting to Dive For Cover makes a successful Leadership Test it may spend one Action to Move out of harm's way. If the model fails its Leadership Test the model stays where it is. If the model was Waiting the Wait Counter is removed and they are no longer Waiting.



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- Once climbing, models must spend all their available Actions Climbing and can do nothing else until they reach a flat surface upon which they can stand.
- Climbing models must make a Climbing roll at the end of each Action spent Climbing to see if they fall.
- If a model takes a Wound while climbing but is not killed or is successfully targeted by a hostile Supernatural Power it must make a Climbing roll to see if it falls.

JUMPING / FALLING DAMAGE

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COMBAT

Combat is the heart of Warzone. Let's face it, this is what makes the game fun! We have talked about the battlefield, the structure of the armies and how they behave on the battlefield. Now we shall look at how these armies actually engage the enemy.

Combat is divided into two sections: Ranged Combat and Close Combat. Close Combat deals with combat when models are in base contact. Ranged Combat deals with combat when models are not in base contact whether the distance between them is a quarter of an inch or as much as 48 inches. The rules concerning Close Combat will be detailed shortly, in this section we shall deal with Ranged Combat. Before we move on to look at these in detail we shall start by looking at the weapons they use.

WEAPON PROFILE

Like models weapons also have a Profile to describe their characteristics. The Profile for different weapons might vary slightly but they all follow this same basic format.

NAME

This is simply the name of the weapon. This could be a general term such as 'Bauhaus Assault Rifle' or more specific as in the case of the 'Plague Gun'.

STAT LINE

This is a line of characteristics that shows the strengths and weaknesses of a weapon. The stat line for a weapon is split into three parts as follows:

Range Band

The range band shows the effectiveness of the weapon at set distances. Some weapons can not be used at certain ranges and this will be represented by a dash. There are a number of reasons why some weapons have no effect at certain ranges. Sometimes this is because they simply cannot reach the target. In other cases the weapon might be simply too inaccurate at a given range to be used effectively. An example of this would be heavy machine guns. Unless securely mounted these fearsome yet unwieldy weapons would stand little chance of hitting a distant target even though the bullets would have no problem making the distance. If the same weapon were mounted securely then the gunner would be able to keep the heavy weapon trained on a distant target without fighting the weight and recoil of the weapon. The range bands are divided into the following headings:

Close Combat (CC)

This shows the weapon's performance when in base contact with the enemy.

Point Blank (PB)

This shows the weapon's performance at distances up to 6 inches.

Short Range

This shows the weapon's performance at distances from 6 to 12 inches.

Medium Range

This shows the weapon's performance at distances from 12 to 24 inches.

Long Range

This shows the weapon's performance at distances from 24 to 36 inches.

Extreme Range

This shows the weapon's performance at distances from 36 to 48 inches.

Effectiveness

This part of the Stat Line has two columns: Hit and Dam. It shows the effectiveness of the weapon, both in scoring a successful hit and in terms of damaging the target. A bonus or a penalty, known as a modifier, is sometimes listed but these will be detailed in the section on 'Weapon Modifiers'.

WEAPON TYPE

This describes the basic nature of the weapon in question.

WEAPON TYPES

There are many different weapons used in Warzone but they can all be broken down into the following categories. These categories are designed to illustrate the nature of the weapon and not specific details. All weapons will fall into one or more of the following categories.

One-Handed

No prizes for guessing! This is a weapon that requires one hand to use it.

Two-Handed

These weapons require two hands to use them and cannot be used one-handed.

Anti-Personnel

These weapons are primarily designed for use against Infantry and Mounted Models. They are unlikely to be so effective against Vehicles and very large creatures such as the Dark Legion's Bio Giant and this can affect the targets they are likely to choose. This will be detailed in the section on 'Target Priority'.

Anti-Tank

These weapons are primarily designed for use against Vehicles and very large creatures such as the Dark Legion's Bio Giant. They are unlikely to be so effective against small and fast moving targets such as Infantry and Mounted models and this can affect the targets they are likely to choose. This will be detailed in the section on 'Target Priority'.

Direct Fire

These are weapons that have a direct 'line of fire' to the target. The ultimate form of Direct Fire Weapon would be a laser but guns, bows and rocket launchers are also classed as Direct Fire Weapons.

Indirect Fire

These are weapons that do not necessarily need a direct 'line of fire' to the target. Indirect Fire Weapons can either be Thrown or Fired (see the section on 'Indirect Fire' for more details).

Missile Weapon

Missile weapons can be used to attack targets that are not in base contact. If a weapon does not have any stats for ranges beyond Close Combat then it is not a missile weapon.

Melee Weapon

Melee weapons are used to physically hit the enemy. A sword and a creature's claw are both considered melee weapons.

Some melee weapons might also be missile weapons, such as a throwing knife.

Template Weapon

These are weapons that affect an area rather than just a specific target. Template Weapons can either be Directly Placed or Ranged. For example, a Flame-Thrower uses a Directly Placed Template because the flames affect an area directly in front of the model using it. A grenade launcher, on the other hand, would use a Ranged Template as the explosion from the grenade could affect an area half way across the battlefield (see the section on 'Template Weapons' for more details).

SPECIAL RULES

This describes any Special rules that might apply to the weapon.

ROLLING TO HIT

This is the method by which models determine whether or not they have successfully hit their target. Rolling to hit will vary depending on the type of weapon being used and whether or not the attack is made in Close Combat or Ranged Combat. The procedure will therefore be detailed in the relevant section.

CALCULATING DAMAGE

Having scored a successful hit players must work out the Damage of the attack to see if it manages to penetrate the target's Armor and cause a Wound or Wounds. The Damage of a weapon will be stated in the weapon's Profile. With weapons such as guns and grenades this will always be written as a single figure and may have a modifier written after it in parenthesis. For example, Damage = 8 (x2). The (x2) is a Damage modifier (see the section on 'Weapon Modifiers' for more details).

The Damage for melee weapons like a sword and for missile weapons such as a throwing knife reflects the Strength of the model using it. The Damage for such weapons is equal to the model's Strength. Therefore in the weapon's Profile the Damage is written as ST. This may have a bonus or penalty depending on the effectiveness of the weapon in which case it would be written as ST +1 etc. For example, a model has a Strength of 7, therefore the Damage for the weapon would be 7. If the Profile were written as ST +1, then the Damage of the weapon would be 8.

ARMOR ROLL

Even when a model scores a successful hit the target may not necessarily be Wounded. The target gets to make an Armor roll to see whether or not they suffer a Wound or Wounds. For example, a bullet might hit the target but glance off the target's Armor and a sword might hit the target but cause nothing but a scratch. Whether or not a target takes a Wound is determined by comparing the Damage of a successful hit with the Armor of the target and this will be detailed in the relevant section.

EXAMPLE OF A WEAPON PROFILE:

Sub Machine Gun (SMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	9	+1(x2)	9	-1	8	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

FIRING CONDITIONS

- The Firing model must have LOS to the target unless the model is attempting Speculative Fire, which will be detailed shortly.
- The target must be within the Firing model's Firing Arc. If the target is not within the Firing model's Firing Arc it must spend an Action to turn around before it can Fire at the target.

WEAPON MODIFIERS

The effectiveness of a weapon can be modified in a number of ways, each of which might add or detract from a model's ability to dispatch their enemy. The modifiers and how they are listed in the weapon's Profile are as follows:

To Hit Modifier

Certain weapons increase or decrease the Firing model's chance to hit its target. This can apply to Melee and Missile Weapons and serves to illustrate that the weapon is particularly effective in a given range band.

For example, an ordinary sword is not likely to increase a model's chance to hit their target, as this is dependent on the model's skill. However, if you give the same model a pistol then the chance of them hitting their target will be greatly increased. Likewise, if you give the same model a bulky rifle then the chance of them hitting their target in Close Combat would be reduced.

Modifiers to hit are written as +1, +2 or -1, -2 etc. and this modifier is added to or subtracted from the model's CC or RC before it rolls to hit.

Multiple Hit Modifier

Certain weapons have a modifier that can result in hitting the same target several times or hitting more than one target. These weapons give the Firing model multiple chances of hitting their target. For example, a pistol makes an effective Close Combat weapon but a machine pistol would be more effective. It might not be more accurate but the likelihood of hitting the target is increased because several bullets are fired when you pull the trigger.

Multiple hit modifiers are written as (x2), (x3) etc. in the weapon's 'Hit' column. For each Action spent Firing such a weapon the Firing model rolls one dice for each modifier. He would roll to hit twice for a (x2) weapon, and three times for a (x3) etc.

If the original target is killed any surplus rolls are carried over to the nearest enemy model within 4 inches of the original target and LOS. Note you may not carry surplus rolls over to models that are outside the maximum range of the Firing weapon or are outside the Firing Arc of the Firing model.

Damage Modifier

The Damage inflicted by Melee Weapons is decided by a model's Strength. If the model's Strength is 7, then the Damage of the weapon is 7. With Missile Weapons such as guns and rocket launchers the Damage is delivered entirely by the weapon itself, regardless of the efforts of the model. A bullet will not do more Damage because you pull the trigger harder.

A large or particularly effective Melee Weapon might do more Damage than an ordinary one when wielded by the same model. The Damage modifier for such weapons is written as a +1, +2 etc. and is added to the model's Strength to determine the total Damage. For example, if a model with ST 7 uses a sword with a +2 Damage modifier then the Damage from a successful strike would be 9.

Wound Modifier

Weapons with a Wound modifier have the potential to cause more than one Wound with each successful hit. The Wound modifier shows the number of Wounds the weapon can potentially deliver. For example, if a shotgun penetrates your Armor at close range then it is going to do more damage than a single bullet hole. Likewise, a large caliber bullet fired at high velocity might cause more than one Wound as it rearranges your internal organs!

Wound modifiers are written as (x2), (x3) etc. after the weapon's Damage. The Firing model makes one roll to hit and if successful the target must make one Armor roll for each modifier. Two Armor Rolls for a (x2) weapon, three for a (x3) etc. The Damage from the weapon remains the same but the target takes one Wound for each failed Armor Roll.

RANGED COMBAT

Ranged Combat is any attack that takes place between models that are not in base contact with each other regardless of the distance between them.

FIRING CONDITIONS

Any model armed with a missile weapon may spend 1 Action to Fire their weapon. To Fire at a target with a Missile Weapon the following conditions must be satisfied.

- The Firing model must have LOS to the target unless the model is attempting Speculative Fire, which will be detailed shortly.
- The target must be within the Firing model's Firing Arc. If the target is not within the Firing model's Firing Arc it must spend an Action to turn around before it can Fire at the target.

TARGETING PRIORITY

Targeting priority controls the way in which a Firing model chooses its target. It is designed to represent the situation of the models on the battlefield and not the God-like perspective of the players controlling them. A player might choose to ignore a threatening Unit where a model on the battlefield certainly would not. However, certain models are armed with special equipment and trained to perform specific tasks on the battlefield and their priorities are likely to be different. For example, a tank-busting Unit might be more inclined to ignore an Infantry Unit and go after its prime target. Targeting priority also prevents players from picking off Squad Leaders and Individuals at will. Unless otherwise stated, model's MUST Fire at their priority target.

The target priority of a Firing model depends on how close enemy models are, whether they are in Close Combat, and how the Firing model is armed. Squad Leaders and Individuals with the 'Tactical Sense' Special Ability may also influence target priority. The rules for deciding target priority are as follows.

Enemy models in Point Blank range

Any model within Point Blank range and LOS counts as an imminent threat and is therefore the Firing model's first priority. The Firing model must target the nearest enemy model in Point Blank range, regardless of Size, unless this model is engaged in Close Combat, in which case it may target the next nearest model in Point Blank range and LOS.

No enemy models in Point Blank range

If there are no enemy models in Point Blank range and LOS then the Firing model must Fire at the nearest enemy model in LOS, unless this model is engaged in Close Combat in which case it may target the next nearest model in LOS. However, the following exceptions apply:

- Models with Anti-Tank weapons can choose to ignore enemy models of Size 4 or smaller and target the nearest larger enemy model in LOS, which is not in Close Combat.
- Models without Anti-Tank weapons may choose to ignore enemy models of Size 5 or greater and target the nearest smaller enemy model in LOS, which is not in Close Combat.

No enemy models in range

If there are no enemy models in range and LOS, the model may attempt Speculative Fire as described in the section on 'Speculative Fire'.

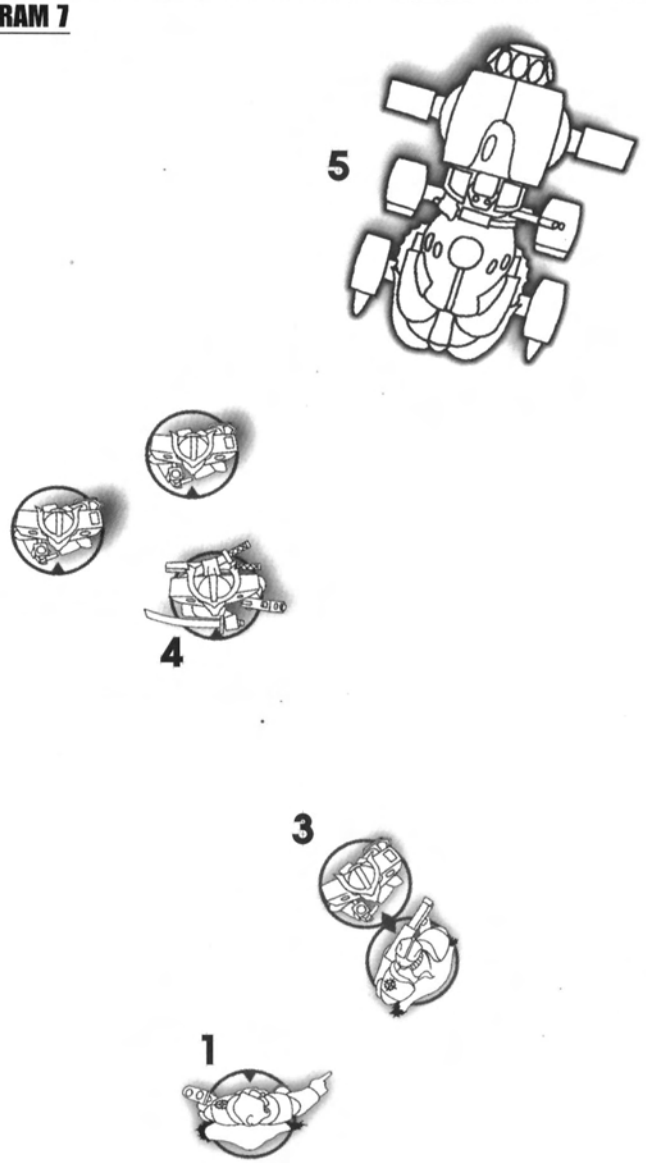
TACTICAL SENSE

Certain Squad Leaders and Individuals possess a Special Ability called 'Tactical Sense', which is detailed in the 'Special Abilities' section. This is stated in the model's Profile and allows the model and any models in Command Distance of such a Squad Leader to attempt to overrule target priority (see the section on 'Special Abilities').

AIMING

When using a missile weapon a model may spend 1 Action to Aim, unless they are in a state of Panic. Aiming gives the Firing model a bonus of +3 to their RC stat. This bonus applies to any subsequent shots made at the same target during the Firing model's current Turn. However, if the target model moves or is killed the Firing model loses its Aim bonus.

DIAGRAM 7



7. TARGETING PRIORITIES

Model 1 may target model 4 because the nearest enemy, model 3, is engaged in Close Combat. Model 2 is armed with an Anti-Tank weapon so it may choose to ignore models 3 and 4 in favor of the more distant vehicle 5.

ROLLING TO HIT

- Start with the Firing model's RC stat.
- Subtract any modifiers for negative affects such as Panic or being outside Command Distance.
- Now apply any other modifiers for the weapon, Aiming, or any Special Abilities.

SIZE OF TARGET	BONUS TO HIT
1	0
2	0
3	+1
4	+2
5	+3
6	+4
7	+5

ARMOR ROLL

- The base Armor Roll is always 10 or less.
- If the Damage of the attack and the Armor of the target are equal then the base roll is not modified and the target needs to roll 10 or less.
- If the Damage of the weapon is greater than the target's Armor then the target subtracts 1 from the base Armor Roll for each point of difference.
- If the target's Armor is greater than the Damage of the weapon then the target adds 1 to the base Armor Roll for each point of difference.

SUMMARY FOR COVER

- Fifty percent or less of Target visible, target is Obscured -1 to hit.
- Fifty percent or less of Target visible and in base contact with Terrain, target is in Cover, -2 to hit.
- Terrain is classed as Hard Cover, Damage of Firing model's weapon suffers penalty of -2 to Damage.

ROLLING TO HIT

When Firing Missile Weapons players need to roll to see if the Firing model hits the target. Use the following procedure to determine the number you need to roll for a successful hit.

- Start with the Firing model's RC stat.
- Subtract any modifiers for negative affects such as Panic or being outside Command Distance.
- Now apply any other modifiers for the weapon, Aiming, or any Special Abilities.

This will give you your modified RC stat. This is the number you need to roll equal to or under to make a successful hit. Regardless of any modifiers when rolling to hit a 1 is always counted as a success and a 20 is always counted as a failure.

Example:

- Lets assume that the Firing model is an average human Squad member with an RC of 7.
- The model finds itself outside Command Distance and its RC stat is therefore halved (rounded down), giving a modified RC of 3.
- The target is at Short Range and the Firing model's weapon gives it a modifier of +2 to hit, giving a final modified RC of 5. The player now needs to roll 5 or less on a d20 to make a successful hit and if he does then the target needs to make an Armor Roll.

TARGETING LARGE MODELS

Larger creatures and Vehicles are obviously going to present an easier target to models targeting them in Ranged Combat. To account for this any model Firing at a large model gains a bonus to hit dependant on the Size of the target, see the following table.

Size of target	Bonus to hit
1	0
2	0
3	+1
4	+2
5	+3
6	+4
7	+5

And so on

CALCULATING DAMAGE FOR RANGED COMBAT

When a model scores a successful hit the player must calculate the Damage of the attack to see if the attack penetrates the target's Armor. The Damage is stated in the weapon's Profile in most cases this is written as a single figure but in some cases the Damage is equal to the model's Strength.

ARMOR ROLL

An Armor Roll is made by the target to determine whether or not it takes a Wound from a successful hit.

The base number for an Armor Roll is always 10 or less. However, the base Armor Roll is modified by comparing the Damage of the attack with the Armor of the target. Use the following method to find the number you need to roll to make a successful Armor Roll.

- The base Armor Roll is always 10 or less.
- If the Damage of the attack and the Armor of the target are equal then the base roll is not modified and the target needs to roll 10 or less.
- If the Damage of the weapon is greater than the target's Armor then the target subtracts 1 from the base Armor Roll for each point of difference.
- If the target's Armor is greater than the Damage of the weapon then the target adds 1 to the base Armor Roll for each point of difference.

Regardless of any modifiers when making an Armor Roll a 1 is always counted as a success and a 20 is always counted as a failure.

Here are some examples of Armor Rolls:
If the Damage of the attack and the target's Armor are equal then no modifier is applied.

- Dam = 7
- Armor = 7
- (No modifier)
- Armor Roll = 10 or less to avoid taking a Wound.

If the Damage of the attack is greater than the target's Armor then the target subtracts 1 from his Armor Roll for every point of difference.

- Dam = 9
- Armor = 7
- Armor is less by 2 points; base Armor Roll of 10 suffers a penalty of -2.
- Armor Roll = 8 or below to avoid taking a Wound.

If the Damage of the attack is less than the target's Armor then the target adds 1 to his Armor Roll for every point of difference.

- Dam = 5
- Armor = 11
- Armor is greater by 6 points; base Armor Roll of 10 receives a bonus of +6.

Armor Roll = 16 or below to avoid taking a Wound.

COVER

Cover describes any kind of Terrain that a model is hiding behind to avoid being shot by the enemy. A model can either be in Cover or Obscured and the obstruction can either be Hard Cover or Soft Cover.

For example, a model hiding behind a bush might be more difficult to hit because you can't see it properly but if the shot is on target then the leaves of the bush are unlikely to have any affect on the bullet. However, a model hiding behind a wall will be difficult to hit because you can't see it properly and even if the shot is on target the wall is likely to stop the bullet.

If a Firing model can only see fifty percent or less of the target because of intervening Terrain then the model is said to be Obscured. If the target is in also in base contact with the intervening Terrain then it is said to be in Cover. When a target is Obscured the Firing model suffers a penalty of -1 to hit. When a target is in Cover the Firing model suffers a penalty of -2 to hit.

To determine how much of a target is visible players need to get down to eye level with the Firing model. It is normally quite easy to decide whether or not you can see fifty-percent or more of the target. However, if players can not agree simply roll the Peacemaker (see Diagram 9).

The target can be either Obscured or in Cover and that Cover can be either Hard or Soft. If it is Hard Cover the Damage of the Firing model's weapon suffers a penalty of -2.

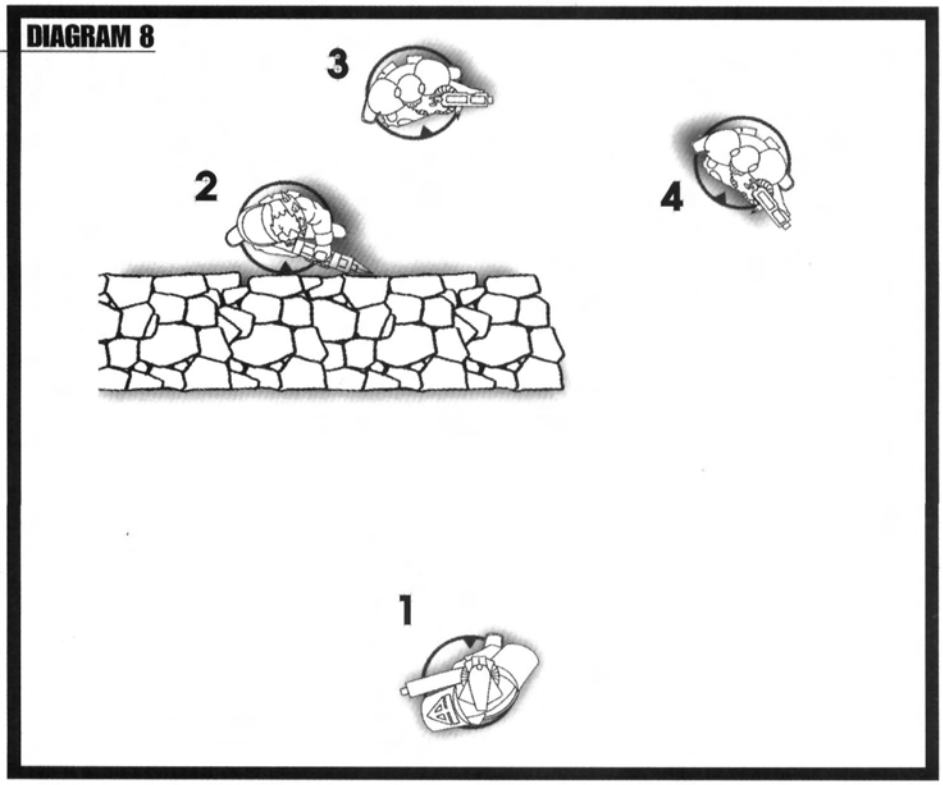
Whether Cover is Hard or Soft depends on the nature of the Terrain and not how much of the Target is visible. It is impossible to categorize every piece of Terrain so players will need to agree on whether a particular piece of Terrain provides Hard or Soft Cover. It is best to decide this before the battle begins and once again, if players can't agree…roll the Peacemaker.

For example, bushes and undergrowth would provide Soft Cover, while rocks and stone walls would provide Hard Cover.

SUMMARY FOR COVER

- Fifty percent or less of Target visible, target is Obscured -1 to hit.
- Fifty percent or less of Target visible and in base contact with Terrain, target is in Cover, -2 to hit.
- Terrain is classed as Hard Cover, Damage of Firing model's weapon suffers penalty of -2 to Damage.

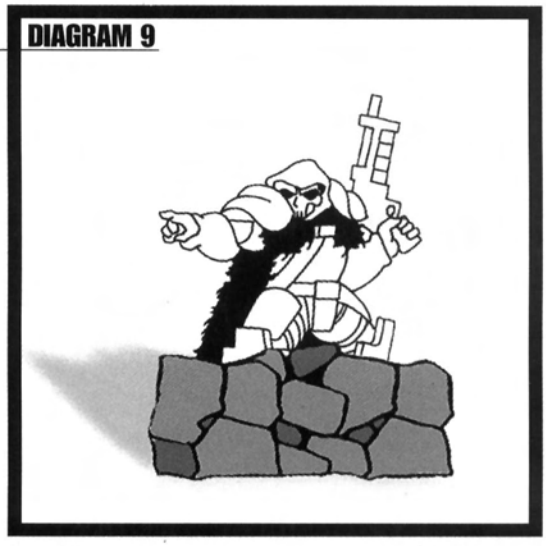
DIAGRAM 8



8. COVER AND OBSCURED TARGETS

Model 1 prepares to Fire.
Model 2 is in base contact with the Terrain so is in Cover.
Model 3 is not in base contact with the Terrain so is only Obscured.
Model 4 is neither in Cover nor Obscured by the Terrain.

DIAGRAM 9



9. VISIBILITY OF A MODEL

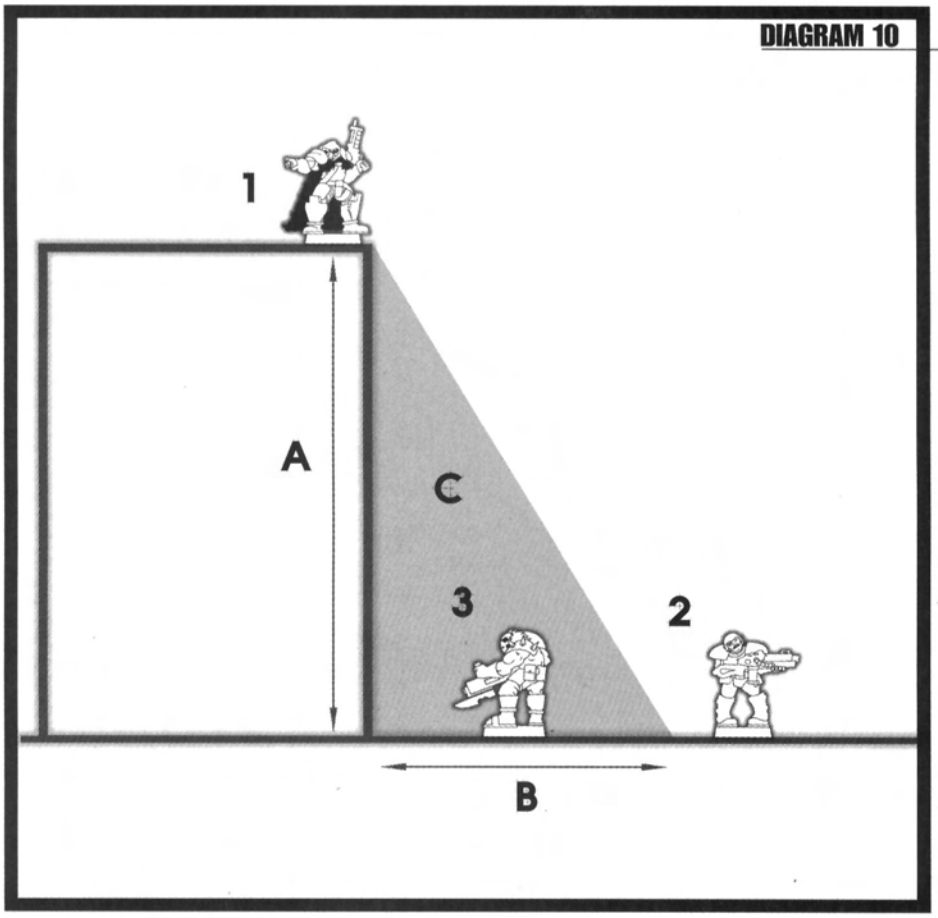
More than 50 percent of the model is visible.

PRONE COUNTER

PRONE

- While Prone a model's Movement is halved.
- While Prone a model's Firing Arc is reduced from 180 degrees to 90 degrees. The Prone Counter has a 90 degree marking on it so when the player places it beside the Prone model he can indicate the model's Firing Arc.
- While Prone a model's CC is halved (rounded down).
- When targeting a Prone model from beyond Point Blank range the Firing model's RC suffers a penalty of -1.
- If a model is Prone and in Cover it gains the bonus for being Prone in addition to the bonus for being in Cover.

DIAGRAM 10



10. DEAD GROUND

A) Vertical distance
B) Half the vertical distance measured horizontally
C) The shaded area shows Dead Ground.

Model 1 and model 2 are outside Dead Ground so they may target each other over model 3.
Model 1 and model 3 are inside Dead Ground so they may NOT target each other.

PRONE

Prone basically describes a model that is unable to get into Cover so is lying down to avoid being hit by Ranged Combat Fire. A model must spend an Action to go Prone and a Prone Counter is placed beside the model to show that it is Prone. If a Prone model wants to stand up again it must spend an Action to do so and the Prone Counter is removed. While a model is Prone the following rules apply:

- While Prone a model's Movement is halved.
- While Prone a model's Firing Arc is reduced from 180 degrees to 90 degrees. The Prone Counter has a 90 degree marking on it so when the player places it beside the Prone model he can indicate the model's Firing Arc.
- While Prone a model's CC is halved.
- When targeting a Prone model from beyond Point Blank range the Firing model's RC suffers a penalty of -1.
- If a model is Prone and in Cover it gains the bonus for being Prone in addition to the bonus for being in Cover.

DEAD GROUND

Dead Ground describes the area close to a building, structure or Terrain feature where the difference in height between two models makes it impossible for them to target each other with Direct Fire missile weapons. To decide whether two models are within each other's Dead Ground, measure the vertical distance between the models. The Dead Ground is half this distance when measured horizontally from either model. When two models are within Dead Ground they do not have Line of Sight to each other. Models may shoot over any models within their Dead Ground (see Diagram 10).

TEMPLATE WEAPONS

Some weapons affect an area rather than a specific model. The area of effect is represented by a template and you will find a selection of these included in this box set for use in your battles. There are two main types of Template Weapon - Directly Placed and Ranged.

DIRECTLY PLACED TEMPLATE WEAPONS

Directly Placed Template weapons include weapons like flamethrowers where the effect of the weapon spreads out directly from the weapon itself. Players do not need to roll to hit with Directly Placed Template Weapons they simply need to spend an Action to Fire the weapon. The template is placed in base contact with the Firing model and centered on the target. The weapon hits any model whose base is even partially covered by the template, as shown on diagram 11.

Directly Placed Template Weapons can NEVER be used in Close Combat unless they have values for CC in their stat line, in which case the template is not used and the model must roll to hit the target as normal.

RANGED TEMPLATE WEAPONS

Ranged Template Weapons include weapons such as grenades and rocket launchers where the weapon affects an area at some distance from the Firing model. Players need to roll to hit as normal with Ranged Template Weapons. If the hit is successful simply center the template on the target and the weapon hits any model whose base is even partially covered by the template. Any Waiting models under the template may attempt to Dive For Cover (see the section on 'Diving For Cover'). However, if the weapon misses the target it is still going to affect an area even if it is not the area that the Firing model intended.

To determine where the shot actually hits we use a procedure called Deviation.

DEVIATION

If a Ranged Template Weapon misses its target the shot is said to have 'deviated'. A Deviation Template is included to help determine Deviation. If a Ranged Template Weapon attack is unsuccessful use the following procedures to decide where it deviates to.

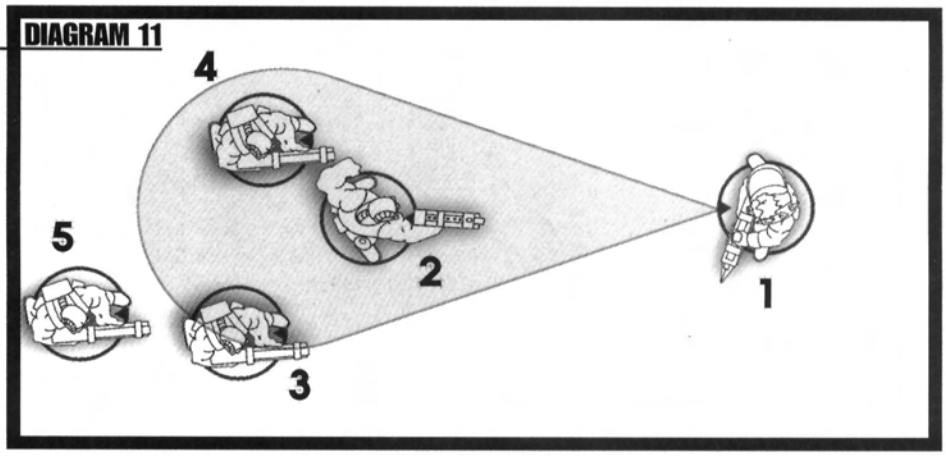
- Place the center of the deviation template on the original target with the number 1 facing directly away from the Firing model.
- To determine in which direction a shot deviates roll a d20 and divide the result by 2 (rounding up). This will give a number between 1 and 10 which corresponds to a direction on the Deviation Template.
- To determine how far a shot deviates in inches roll a d20. However, the maximum distance a shot can deviate is half the original distance to the target. For example, if the original target was 16 inches away the shot can not deviate more than 8 inches. Once you have determined the direction and the distance that a shot has deviated place the weapon template over the new target point and work out any hits as normal. Any Waiting models under the template may attempt to Dive For Cover as normal.
- If the line of Deviation is interrupted by intervening Terrain simply place the weapon template at the point where the Terrain interrupts the line of Deviation.

SPECULATIVE FIRE

There are occasions when models may want to fire at a target to which they do not have LOS. This may only be attempted if the model is equipped with an Indirect Fire weapon. Indirect Fire weapons can either be Thrown like a grenade, or Fired like a grenade launcher but unlike Direct Fire weapons they do not travel in a 'straight line' to their target. Imagine throwing a grenade over a wall or Firing a grenade through a window with your launcher. Such weapons would allow the model to attack a target on the other side of a wall or intervening piece of Terrain so long as the target was in effective range of the weapon.

When Firing models are attempting Speculative Fire they specify a 'target point' which may or may not be a specific model. This illustrates that they are taking their best guess as to the position of

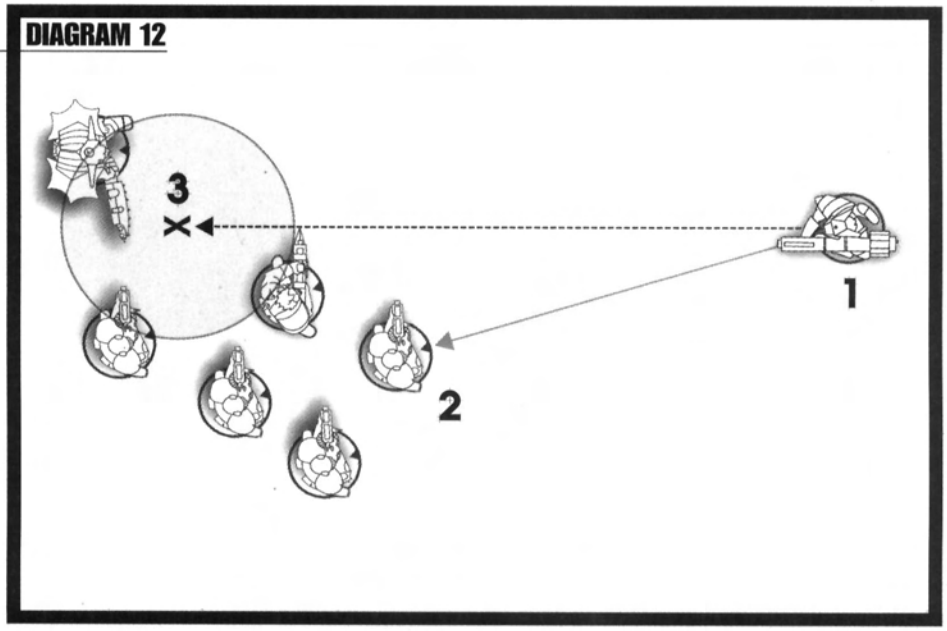
DIAGRAM 11



11. DIRECTLY PLACED TEMPLATE WEAPONS

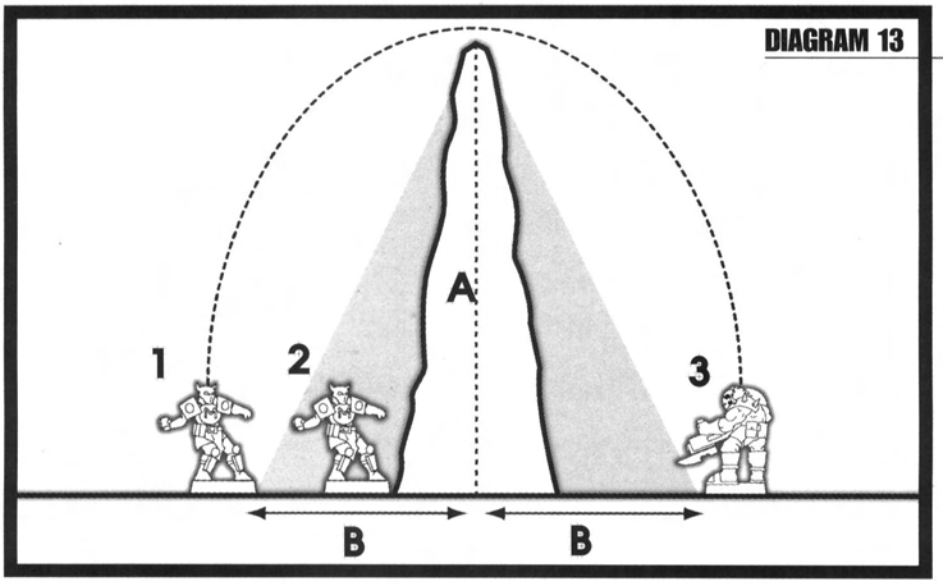
The template is placed in base contact with the Firing model 1 and centered on the target model 2. The template touches models 3 and 4 so they are also hit.
The weapon does not affect model 5.

DIAGRAM 12



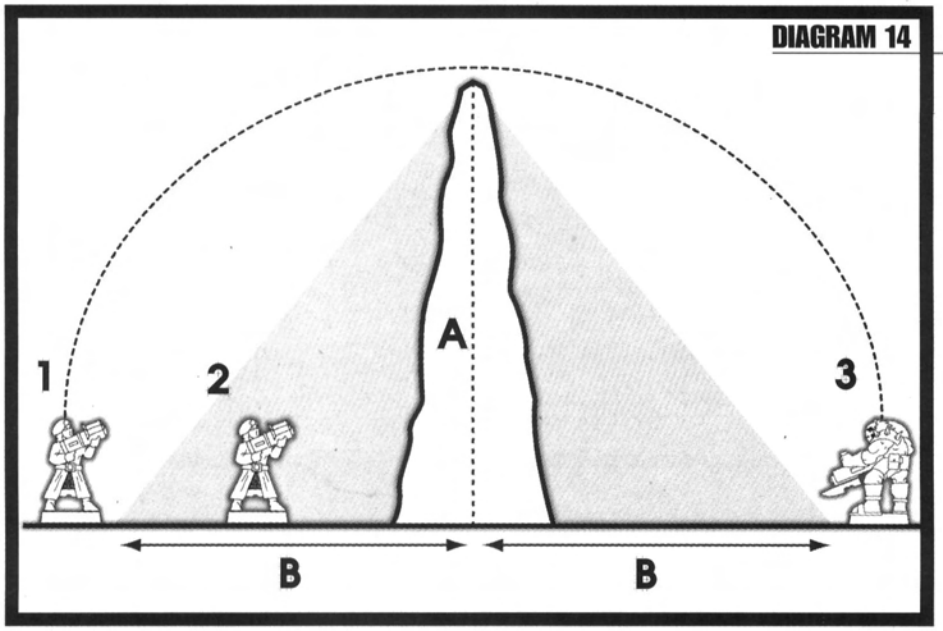
12. DEVIATION OF A RANGED TEMPLATE WEAPON

Model 1 rolls to hit model 2 and misses.
After rolling for Deviation the template is centered on the new target point X. Any models touched by the template are now hit by the weapon.



13. THROWN SPECULATIVE FIRE

A) Shows the height of the obstruction.
B) Shows the minimum distance from the obstruction for Thrown Speculative Fire.
Model 1 is outside minimum distance so it can attack over the obstruction.
Model 2 is too close to the obstruction.
Model 3 is outside minimum distance and is therefore a valid target.



14. FIRED SPECULATIVE FIRE.

A) Shows the height of the obstruction.
B) Shows the minimum distance from the obstruction for Fired Speculative Fire.
Model 1 is outside minimum distance so it can attack over the obstruction.
Model 2 is too close to the obstruction.
Model 3 is outside minimum distance and is therefore a valid target.

the target. Before we move on to Firing a shot in this way we shall look at the minimum distance a model must keep before being allowed to Fire over an obstruction. This minimum distance is decided by the weapon's trajectory.

WEAPON TRAJECTORY

Speculative Fire may only be done with Indirect Fire weapons. The missiles from such weapons will follow a trajectory, an arching path through the air. A Thrown weapon will have a short trajectory while a Fired weapon will have a longer trajectory. The trajectory determines how far the Firing model must be from a wall or intervening piece of Terrain before it can Fire over it. The trajectory also determines the minimum distance of the target point on the other side of the obstruction. For example, you couldn't launch a grenade over a wall and expect it to drop straight down on the other side, it would obviously fall some way beyond the wall (see diagrams 13 and 14).

THROWN SPECULATIVE FIRE

- The minimum distance that the Firing model must be from the obstruction is half the height of the obstruction it is Firing over.
- The minimum distance of the target point is half the height of the obstruction the model is Firing over.

FIRED SPECULATIVE FIRE

- The minimum distance that the Firing model must be from the obstruction is equal to the height of the obstruction it is Firing over.
- The minimum distance of the target point is equal to the height of the obstruction the model is Firing over.

TAKING A SPECULATIVE SHOT

Using a weapon to attack a target you can not see is something of a gamble because you can never be certain of the target's exact position or if there is a target there at all! To use Speculative Fire the following rules apply:

- Only model's with Indirect Fire weapons may attempt Speculative Fire.
- If there are no enemy models in LOS, or if all such models are beyond the range of the Firing model's weapon, then the Firing model may spend an Action to attempt Speculative Fire. Otherwise the normal target priorities apply as stated in 'Targeting Priority'
- In order to use Speculative Fire the Firing model must make a successful Leadership Test. If the Firing model fails the Test it can not Fire and the Action is wasted. If the Leadership Test is successful then the model may Fire but with an RC penalty of -3.
- The Firing model may use an Action to Aim in an attempt to gauge the best area to place its shot.
- If successful the player centers the weapon template on the target point. If the shot is unsuccessful follow the rules for Deviation.

RESTRICTIONS ON RANGED COMBAT

In addition to the rules covered so far there are situations when a model might have LOS but may still not be able to take a clear shot. For example, the Firing model might be behind friendly models and therefore concerned about the chance of hitting his comrades. Likewise, if a Firing model wants to Fire at an enemy model that is in Close Combat with a friendly model then he runs the risk of hitting his comrade even as he attempts to kill the enemy.

FIRING BETWEEN FRIENDLY MODELS

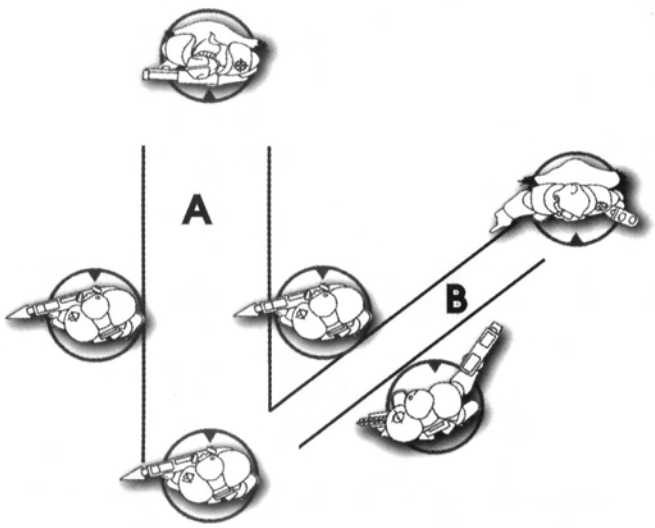
Models may attempt to Fire through a gap between friendly models so long as there is sufficient clearance between them. In order to Fire between friendly models there must be a clear channel 1 inch wide between the models' bases. This 1 inch channel is also required when attempting to Fire between friendly models and a piece of Terrain. Basically it allows for the fact that the Firing model is concerned about hitting his comrades. Even if the Firing model has a sufficient gap to Fire, the target might be Obscured to one side of the channel either by Terrain or friendly models, in which case the rules in the section on 'Cover' will then apply (see diagram 15).

FIRING INTO CLOSE COMBAT

When a model wants to Fire into Close Combat between two or more models it can not be sure of hitting the model it wants to as the models are considered to be milling about. The model that gets hit depends on the number and the Size of the models in Close Combat. To decide which model gets hit use the following procedure:

- The Firing model chooses the original target and rolls to hit this model. The Firing model must still follow the rules for Targeting Priority and Firing between enemy models.
- Roll to hit the target as normal.
- If the shot is unsuccessful then it misses completely and does not hit any of the models in Close Combat. Unless it is a Ranged Template weapon in which case you would roll for Deviation centering the Deviation Template on the original target model.
- If the shot is successful then players roll 1 d20 for the original target and one for each model in base contact with it. They add double the models' Size to the roll and the model with the highest total score becomes the new target and takes the shot. This model must now make an Armor Roll to see if it takes a Wound or Wounds.
- The same procedure is used for Directly Placed Template weapons. The template is centered on the new target model and any model whose base is now touched by the template is hit.

DIAGRAM 15



15. FIRING THROUGH FRIENDLY MODELS.

A) Gap is 1 inch wide, target is available.

B) Gap is too narrow, target is not available.

THROWN SPECULATIVE FIRE

- The minimum distance that the Firing model must be from the obstruction is half the height of the obstruction it is Firing over.
- The minimum distance of the target point is half the height of the obstruction the model is Firing over.

FIRED SPECULATIVE FIRE

- The minimum distance that the Firing model must be from the obstruction is equal to the height of the obstruction it is Firing over.
- The minimum distance of the target point is equal to the height of the obstruction the model is Firing over.

TAKING A SPECULATIVE SHOT

- Only model's with Indirect Fire weapons may attempt Speculative Fire.
- If there are no enemy models in LOS, or if all such models are beyond the range of the Firing model's weapon, then the Firing model may spend an Action to attempt Speculative Fire. Otherwise the normal target priorities apply as stated in 'Targeting Priority'
- In order to use Speculative Fire the Firing model must make a successful Leadership Test. If the Firing model fails the Test it can not Fire and the Action is wasted. If the Leadership Test is successful then the model may Fire but with an RC penalty of -3.
- The Firing model may use an Action to Aim in an attempt to gauge the best area to place its shot.
- If successful the player centers the weapon template on the target point. If the shot is unsuccessful follow the rules for Deviation.

FIRING INTO CLOSE COMBAT

- The Firing model chooses the original target and rolls to hit this model. The Firing model must still follow the rules for Targeting Priority and Firing between enemy models.
- Roll to hit the target as normal.
- If the shot is unsuccessful then it misses completely and does not hit any of the models in Close Combat. Unless it is a Ranged Template weapon in which case you would roll for Deviation centering the Deviation Template on the original target model.
- If the shot is successful then players roll 1 d20 for the original target and one for each model in base contact with it. They add double the models' Size to the roll and the model with the highest total score becomes the new target and takes the shot. This model must now make an Armor Roll to see if it takes a Wound or Wounds.
- The same procedure is used for Directly Placed Template weapons. The template is centered on the new target model and any model whose base is now touched by the template is hit..

ROLLING TO HIT IN CLOSE COMBAT

- First take your CC stat and apply any modifiers for Panic or being out of Command Distance.
- Apply any modifiers for Charging, weapons and Special Abilities.
- The base chance of hitting your opponent is always 10 or less.
- If your modified CC and your opponent's modified CC are equal then the base roll is not modified and you need to roll 10 or less to successfully hit.
- If your modified CC is greater than your opponent's modified CC add 1 to your base roll of 10 for each point of difference.
- If your modified CC is less than your opponent's modified CC subtract 1 from your base roll of 10 for each point of difference.

CLOSE COMBAT

Close Combat or CC, describes two or more models fighting in very close quarters. In Warzone all Close Combat occurs simultaneously unless otherwise stated. This way it is quite possible for two models to kill each other in the same Close Combat exchange. The outcome of Close Combat is decided in two stages:

- First by comparing the skill of the two combatants to determine whether or not they hit each other.
- Second by comparing the Damage of a successful hit with the Armor of the target to determine whether or not they take a Wound or Wounds.

To define Close Combat clearly we say that only models in base contact with each other are considered to be in Close Combat. However, there might be exceptions when two models are not in base contact but still considered to be in Close Combat. For example, certain models have very dramatic poses and it may not be physically possible for them to stand in base contact with each other. In this case it is sufficient for the models to be 'in contact' with each other. At other times it might be realistic for models to fight over an obstruction but this will be covered shortly. In the case of any disagreement simply roll the Peacemaker.

For now we shall assume that only models in base contact with each other are considered to be in Close Combat.

INITIATING CLOSE COMBAT

In most cases Close Combat is initiated by a Charge but before we go on to talk about this in detail we shall explain how Close Combat works. Models in base contact with enemy models may do one of two things: Attack or Break Away.

Close Combat occurs simultaneously. In other words, while you are attempting to hit your opponent he is also attempting to hit you. This can result in two models killing each other in the same Close Combat exchange. Unless otherwise stated, both the attacking model and the target model roll to hit each other at the same time.

ROLLING TO HIT IN CLOSE COMBAT

The Active player indicates the attacking model and the target and spends an Action to attack in Close Combat. Players then compare the modified CC stats of the two models to determine the number they need to roll to score a successful hit. Use the following procedure:

- First take your CC stat and apply any modifiers for Panic or being out of Command Distance.
- Apply any modifiers for Charging, weapons and Special Abilities.

This will give you your modified CC stat. Now compare your modified CC with your opponent's modified CC.

- The base chance of hitting your opponent is always 10 or less.
- If your modified CC and your opponent's modified CC are equal then the base roll is not modified and you need to roll 10 or less to successfully hit.
- If your modified CC is greater than your opponent's modified CC add 1 to your base roll of 10 for each point of difference.
- If your modified CC is less than your opponent's modified CC subtract 1 from your base roll of 10 for each point of difference.

Regardless of any modifiers when rolling to hit a 1 is always counted as a success and a 20 is always counted as a failure.

Here are some examples of rolling to hit in CC:
If your modified CC and your opponent's modified CC are equal then no modifier is applied.

- Your CC = 9
- Your opponent's CC = 9
- No bonus or penalty is applied
- You need to roll 10 or less to successfully hit.

If your modified CC is greater than your opponent's modified CC then you add 1 to your roll for every point of difference.
For example:

- Your CC = 9
- Your opponent's CC = 7
- Your CC is greater by 2 points so your base roll of 10 receives a bonus of +2.
- You need to roll 12 or below to successfully hit your opponent.

If your modified CC is less than your opponent's modified CC then you subtract 1 from your roll for every point of difference.
For example:

- Your CC = 5
- Your opponent's CC = 11
- Your CC is less by 6 points so your base roll of 10 suffers a penalty of -6.
- You need to roll 4 or below to successfully hit your opponent.

BONUSES TO HIT IN CLOSE COMBAT

When making an attack in Close Combat the attacking model may spend more than one Action to increase its chance of hitting the enemy. For each additional Action spent the attacking model gets a CC bonus of +1. This is added to the attacking model's CC total before comparing stats with its opponent. For example, a model with 3 Actions decides to spend all three Actions to attack the enemy with one devastating attack and therefore receives a CC bonus of +2.

Models armed with two weapons that can be used in Close Combat do not get to attack with both of them. However, they do receive a bonus. First of all the player must decide which weapon is to be the primary weapon. This will be the weapon used to actually make the attack. To account for the second weapon the model gets a CC bonus of +1 when attacking with their primary weapon.

MULTIPLE ATTACKERS

If more than one frendly model is in base contact with an enemy model they gain an advantage because they outnumber the target. When an Active model attacks a target in Close Combat it receives a CC bonus of +1, to a maximum of +3, for each additional friendly model in base contact with the target. This is added to the attacking model's CC total before comparing stats with its opponent.

There is a limit to the number of models that may attack the same target in Close Combat and this limit is determined by the Size of the models in question. Start with the Size of the target. You may have a combined Size of up to 4x this Size. So if the model is Size 2 you may have up to four Size 2 or two Size 4 models in base contact with it.

CHARGING INTO CLOSE COMBAT

A Charge describes the act of deliberately moving into base contact. Models may never voluntarily Move into base contact with enemy models unless they are initiating a Charge. When a model Charges into Close Combat it may end the Charge by either attacking the target or Engaging it. In either case a Charge costs one Action and incorporates a Move followed by either an attack or an Engage.The bonuses for Charging and for Engaging the target will be detailed shortly. Unless otherwise stated the Charge distance of a model is equal to its Movement.

TARGET PRIORITY WHEN CHARGING

Target priority controls the way a Charging model chooses its target. The Targeting Priority for models attacking in Close Combat is as follows:

- When Charging, models must attack the nearest enemy model in LOS unless this model is already engaged in Close Combat, in which case priority moves to the next nearest model.
- When Charging, models must attack the target by the shortest possible route.

MAKING A CHARGE

The following steps outline a basic Charge.

- The Active player measures the distance between the two models to see if the target is within Charge distance if it is not then the Active model cannot Charge it.
- When declaring a Charge the Active player must indicate the Charging model and the target model.
- A model must spend an Action to Charge.
- The attacking model then initiates a Charge by saying that he is Charging.
- Once initiated the model is committed to Charging and can not take it back.
- The Charging model now moves into base contact with the target.
- At this point the Charging model can choose whether to Engage or attack the target.

BONUSES WHEN CHARGING

Models Charging into Close Combat get certain bonuses to reflect the offensive nature of their attack. When a model Charges into Close Combat they get what's known as First Strike. This means that if they manage to kill their target with their first attack the target does not get to strike back. However, if the Charging model does not kill the target with the first attack then the target may strike back. If both models survive this initial exchange then the normal rules for simultaneous Close Combat apply.

In addition to First Strike, Charging models receive a CC bonus of +1 but only for this first attack.

When a Charging model ends the Charge with an attack it may use any remaining Actions to improve his chances to hit the target as described in 'Bonuses to Hit in Close Combat'.

ENGAGING AN ENEMY MODEL

There may be occasions where several models want to attack a model that is more powerful than they are in Close Combat. If they simply Charge in one at a time they will surely be cut to pieces. However, if they could somehow bring to bear their greater force of numbers they might just stand a chance. To allow for this models are allowed to Charge an enemy model without actually trading blows with it. We call this Engaging the enemy.

Engaging the enemy essentially means that the model is posing a threat and keeping the target busy but not actually attacking it. Engaging the enemy like this ends the Charging model's Turn but it would allow the next model that Charges the target to gain the bonus for having another model in base contact with the enemy. However, the maximum number of models allowed in base contact with the target remains the same (see the section on 'Multiple Attackers').

CHARGING AND WAITING MODELS

When the target of a Charge is Waiting it can attempt to use its reserved Action to Countercharge. Waiting models that are not the target of the Charge can also attempt to interrupt a Charge.

A Waiting model can use its reserved Action to Fire at or Countercharge a Charging model at any point along the Charging model's path, before the Charging model moves into base contact with it's target. Once a Charging model is in base contact with its target it can no longer be interrupted. A Waiting model may still fire at the model that Charged once it has finished its Move, but this would count as firing into Close Combat and would need to follow the rules described in that section. See the sections on 'Waiting' and 'Countercharge' for more details.

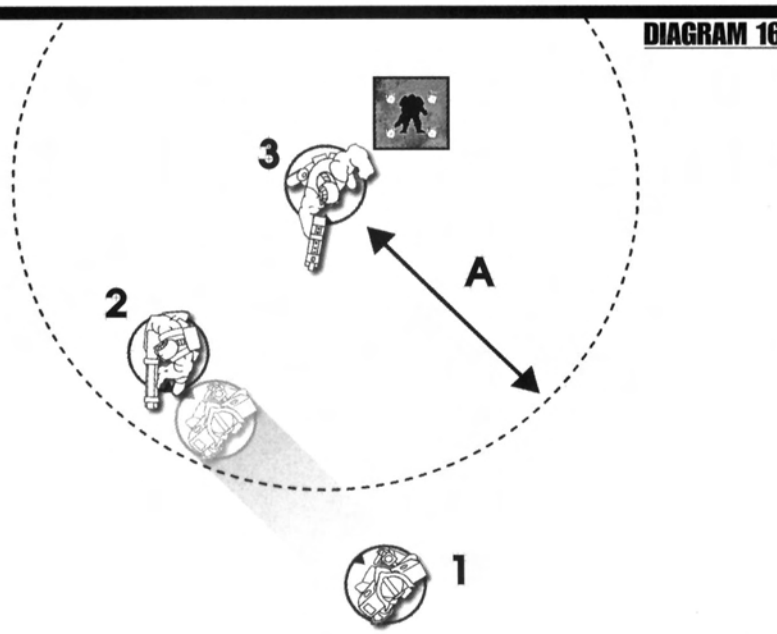
TARGET PRIORITY WHEN CHARGING

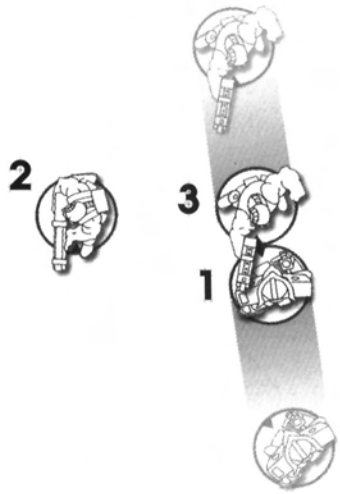
- When Charging, models must attack the nearest enemy model in LOS unless this model is already engaged in Close Combat, in which case priority moves to the next nearest model.
- When Charging, models must attack the target by the shortest possible route.

MAKING A CHARGE

- The Active player measures the distance between the two models to see if the target is within Charge distance if it is not then the Active model cannot Charge it.
- When declaring a Charge the Active player must indicate the Charging model and the target model.
- A model must spend an Action to Charge.
- The attacking model then initiates a Charge by saying that he is Charging.
- Once initiated the model is committed to Charging and can not take it back.
- The Charging model now moves into base contact with the target.
- At this point the Charging model can choose whether to Engage or attack the target.

DIAGRAM 16





16. COUNTERCHARGING A CHARGING MODEL

- Model 1 declares a Charge against model 2.
- The path of the charge would take it within Charge distance of Waiting model 3 so model 3 declares a Countercharge.
- Model 1 must now Charge model 3 and the models meet half way between their starting positions.

COUNTERCHARGE

A Countercharge simply describes two models that are Charging each other. A Countercharge can only performed by a Waiting model (see diagram 16), can only be declared in response to a Charge and the following rules apply:

- Waiting models may only Countercharge a model that begins its Charge in their Front Facing.
- Any Waiting model that makes a successful Leadership Test may declare a Countercharge so long as the two models would be able to reach each other. For example, if the models are 7 inches apart and they both have a Charge distance of 3 inches they can not physically reach each other.
- Charging and Countercharging models meet half way between their original starting positions or at the limit of the slower model's Charge distance.
- When models attack in a Countercharge situation neither of them get the First Strike bonus so they attack simultaneously as normal. Both models still get the CC bonus of +1 for Charging but this will cancel itself out when they come to compare their CC stats.
- The model that initiated the Charge may use any remaining Actions to improve his chances to hit the target in that first attack as described in 'Bonuses to Hit in Close Combat'.
- The Charging model can not choose to Engage an enemy model that has Countercharged it.

CALCULATING DAMAGE IN CLOSE COMBAT

When a model scores a successful hit the player must calculate the Damage of the attack to see if the attack penetrates the target's Armor. The Damage is stated in the weapon's Profile. In most cases this is written as a single figure but when using a weapon such as a sword the Damage is equal to the model's Strength (see the section on 'Calculating Damage' for more details).

ARMOR ROLL

An Armor Roll is made by the target to determine whether or not it takes a Wound from a successful hit.

The base number for an Armor Roll is always 10 or less. However, the base Armor Roll is modified by comparing the Damage of the attack with the Armor of the target. Use the following method to find the number you need to roll to make a successful Armor Roll.

- The base Armor Roll is always 10 or less.
- If the Damage of the attack and the Armor of the target are equal then the base roll is not modified and the target needs to roll 10 or less.
- If the Damage of the attack is greater than the target's Armor then the target subtracts 1 from the base Armor Roll for each point of difference.
- If the target's Armor is greater than the Damage of the attack then the target adds 1 to the base Armor Roll for each point of difference.

Regardless of any modifiers when making an Armor Roll a 1 is always counted as a success and a 20 is always counted as a failure.

Here are some examples of Armor Rolls:
If the Damage of the attack and the target's Armor are equal then no modifier is applied.

- Dam = 7
- Armor = 7
- No bonus or penalty is applied.
- Armor Roll = 10 or less to avoid taking a Wound.

If the Damage of the attack is greater than the target's armor then the target subtracts 1 from its Armor Roll for every point of difference.

- Dam = 9
- Armor = 7
- Armor is less by 2 points; base Armor Roll of 10 suffers a penalty of -2.
- Armor Roll = 8 or below to avoid taking a Wound.

If the Damage of the attack is less than the target's Armor then the target adds 1 to its Armor Roll for every point of difference.

- Dam = 5
- Armor = 11
- Armor is greater by 6 points; base Armor Roll of 10 receives a bonus of +6
- Armor Roll = 16 or below to avoid taking a Wound.

BREAKING AWAY

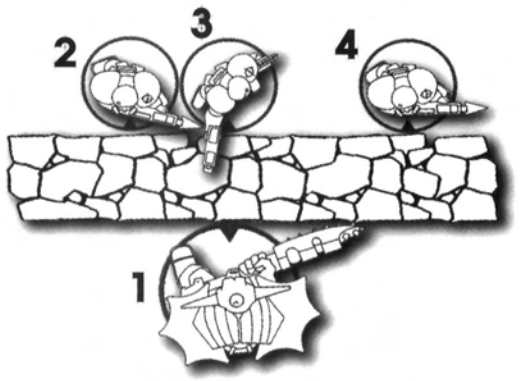
If a model wishes to Move out of Close Combat it must spend an Action and make a successful Leadership Test to Break Away. If it fails the test the Action is wasted and it must remain in Close Combat. If the test is successful then it may Break Away. However, any enemy models in base contact get a free attack at the departing model with a CC bonus of +3.

CLOSE COMBAT OVER TERRAIN OBSTRUCTIONS

There may be occasions when models find themselves fighting in Close Combat over an obstruction on the battlefield. This could be models fighting over a wall or through the window of a building. Players will need to decide whether models can enter Close Combat over a particular piece of terrain. If they can not decide simply roll the Peacemaker. To clarify fighting over Terrain Obstructions the following rules apply.

- The obstruction can not be more than 1 inch wide.
- Both the attacking model and the target model must be in base contact with the obstruction.
- Models must be as close as possible to each other (see diagram 17).
- The maximum number of models that can attack a single target over an obstruction is decided by the models' Size. The total Size of attackers can not be more than twice the Size of the target model.
- Models that are only armed with melee weapons suffer a CC penalty of -3 when attacking over Terrain obstacles. For example, it is easier to shoot someone over a wall than it is reach them with your sword.
- Models do not need to make a Leadership Test to Break Away when fighting over Terrain Obstructions and enemy models do not get the normal free attack.

DIAGRAM 17



17. FIGHTING OVER TERRAIN OBSTRUCTIONS
Model 1 is a Size 3 model. Therefore up to 3 Size two models may attack it in Close Combat.
Model 2 and 3 are as close as they can get and may attack model 1.
Model 4 is not as close as it can get and may not attack model 1 in Close Combat.

COUNTERCHARGE

- Waiting models may only Countercharge a model that begins its Charge in their Front Facing.
- Any Waiting model that makes a successful Leadership Test may declare a Countercharge so long as the two models would be able to reach each other. For example, if the models are 7 inches apart and they both have a Charge distance of 3 inches they can not physically reach each other.
- Charging and Countercharging models meet half way between their original starting positions or at the limit of the slower model's Charge distance.
- When models attack in a Countercharge situation neither of them get the First Strike bonus so they attack simultaneously as normal. Both models still get the CC bonus of +1 for Charging but this will cancel itself out when they come to compare their CC stats.
- The model that initiated the Charge may use any remaining Actions to improve his chances to hit the target in that first attack as described in 'Bonuses to Hit in Close Combat'.
- The Charging model can not choose to Engage an enemy model that has Countercharged it.

ARMOR ROLL

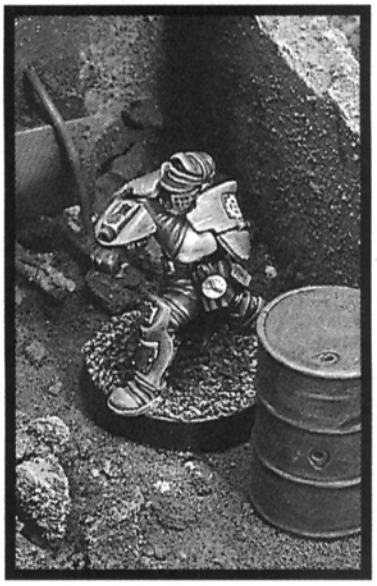
- The base Armor Roll is always 10 or less.
- If the Damage of the attack and the Armor of the target are equal then the base roll is not modified and the target needs to roll 10 or less.
- If the Damage of the attack is greater than the target's Armor then the target subtracts 1 from the base Armor Roll for each point of difference.
- If the target's Armor is greater than the Damage of the attack then the target adds 1 to the base Armor Roll for each point of difference.

CLOSE COMBAT OVER TERRAIN OBSTRUCTIONS

- The obstruction can not be more than 1 inch wide.
- Both the attacking model and the target model must be in base contact with the obstruction.
- Models must be as close as possible to each other (see diagram 17).
- The maximum number of models that can attack a single target over an obstruction is decided by the models' Size. The total Size of attackers can not be more than twice the Size of the target model.
- Models that are only armed with melee weapons suffer a CC penalty of -3 when attacking over Terrain obstacles. For example, it is easier to shoot someone over a wall than it is reach them with your sword.
- Models do not need to make a Leadership Test to Break Away when fighting over Terrain Obstructions and enemy models do not get the normal free attack.

USING A SUPERNATURAL POWER

- The base roll is always 10 or less.
- If the Power of the model and the Difficulty of the Supernatural Power are equal then the base roll is not modified and the model needs to roll 10 or less.
- If the Power of the model is greater than the Difficulty of the Supernatural Power then the model using the Supernatural Power adds 1 to the base roll for each point of difference.
- If the Power of the model is less than the Difficulty of the Supernatural Power then the model using the Supernatural Power subtracts 1 from the base roll for each point of difference.



SUPERNATURAL POWERS

Certain models in Warzone have Supernatural Powers that allow them to perform deeds far beyond the ability of normal human beings. The use of Supernatural Powers is based around a model's Power (PW). All models have a PW stat but this does not mean that all models have Supernatural Powers. Whether they have or not will be stated in the model's Profile.

Like models and weapons, Supernatural Powers have a profile to describe their various characteristics. Supernatural Powers will be stated in the Army List book.

Name

This is simply the name of the particular Supernatural Power.

Cost

This is the Point Cost of the Supernatural Power. Supernatural Powers are bought as part of your army in the same way as models. Players should bear this in mind when choosing their armies. Don't buy a model with the ability to use Supernatural Powers and leave yourself with no points to spend on the Powers themselves. When you buy a Supernatural Power for a model it may use it as many times as you wish. However, a model can only use any particular Supernatural Power once per Turn.

Range

This states the effective range of the Supernatural Power. This might have a limit in inches or simply any target within line of Sight. Any further details will be stated in the Effects for the Supernatural Power.

Difficulty

This illustrates how difficult it is to use the Supernatural Power. The procedure for using a Supernatural Power will be detailed shortly.

Actions

This tells you how many Actions a model must spend to use the Supernatural Power.

Save

This shows whether or not the target has a chance to avoid or resist the Effects of the Supernatural Power. The target model might need to make a Leadership Test or an Armor Roll for example. Some Supernatural Powers might require the target to Save by using its Power. In this case the method used is the same as that for an Armor Roll, where the base chance of success is 10. Simply replace Damage with the difficulty of the Supernatural Power and Armor with the PW stat of the target. Any specific conditions for saving will be detailed in the Effects of the Supernatural Power.

Effect

This describes the effects of the Supernatural Power when successfully used. Any further details concerning the Supernatural Power will be detailed here.

USING A SUPERNATURAL POWER

Some Supernatural Powers are more difficult to use than others. However, a more powerful model would obviously stand a better chance of using a particular Supernatural Power than a weaker one. To allow for this the Power of the model is compared with the Difficulty of the Supernatural Power. This determines the number a model needs to successfully use a Supernatural Power. Use the following procedure:

- The base roll is always 10 or less.
- If the Power of the model and the Difficulty of the Supernatural Power are equal then the base roll is not modified and the model needs to roll 10 or less.
- If the Power of the model is greater than the Difficulty of the Supernatural Power then the model using the Supernatural Power adds 1 to the base roll for each point of difference.
- If the Power of the model is less than the Difficulty of the Supernatural Power then the model using the Supernatural Power subtracts 1 from the base roll for each point of difference.

When attempting to use a Supernatural Power a roll of 1 is always counted as a success and a 20 is always counted as a failure. A model may only use any particular Supernatural Power once per Game Turn.

Concentrate

Models may concentrate to increase the chance of successsfully using a Supernatural Power. For every Action spent concentrating add 2 to the user's PW.

Here are some examples of a model attempting to use a Supernatural Power:

If the Power of the model and the Difficulty are equal then no modifier is applied.

- Power = 7
- Difficulty = 7
- No modifier is applied.
- Model needs = 10 or less to successfully use the Supernatural Power.

If the Power of the model is greater than the Difficulty then the model adds 1 to their roll for every point of difference.

- Power = 9
- Difficulty = 7
- Power is greater by 2 points; base roll of 10 gains a bonus of +2.
- Model needs = 12 or less to successfully use the Supernatural Power.

If the Power of the model is less than the Difficulty then the model subtracts 1 from his roll for every point of difference.

- Power = 6
- Difficulty = 9
- Power is less by 3 points; base roll of 10 suffers a penalty of -3.
- Model needs = 7 or less to successfully use the Supernatural Power.

VEHICLES

In Warzone Vehicles are treated somewhat differently to ordinary models and this will be detailed in this chapter. Regardless of the number of crew a Vehicle might have it is treated as a single model but with several components. A typical Vehicle consists of the Vehicle itself and a driver. Some Vehicles have additional crew-members and if so these will be stated in the Vehicle's Profile. Before we move on to look in detail at how Vehicles behave on the battlefield we shall begin by looking at the Profile for a vehicle.

VEHICLE PROFILES

The main difference between the Profile for a Vehicle and that of a normal model is that Vehicle Profiles have more than one Stat Line. The format for a Vehicle Profile is as follows:

NAME

This simply tells you the name of the model.

POINT COST

The Cost of a Vehicle includes the Vehicle including any weapons it might have, the Driver and any other crew-members.

STAT LINES

All Vehicles will have at least two Stat Lines, one for the Vehicle itself and one for the Driver. Any additional crew-members will also have a Stat Line of their own. .

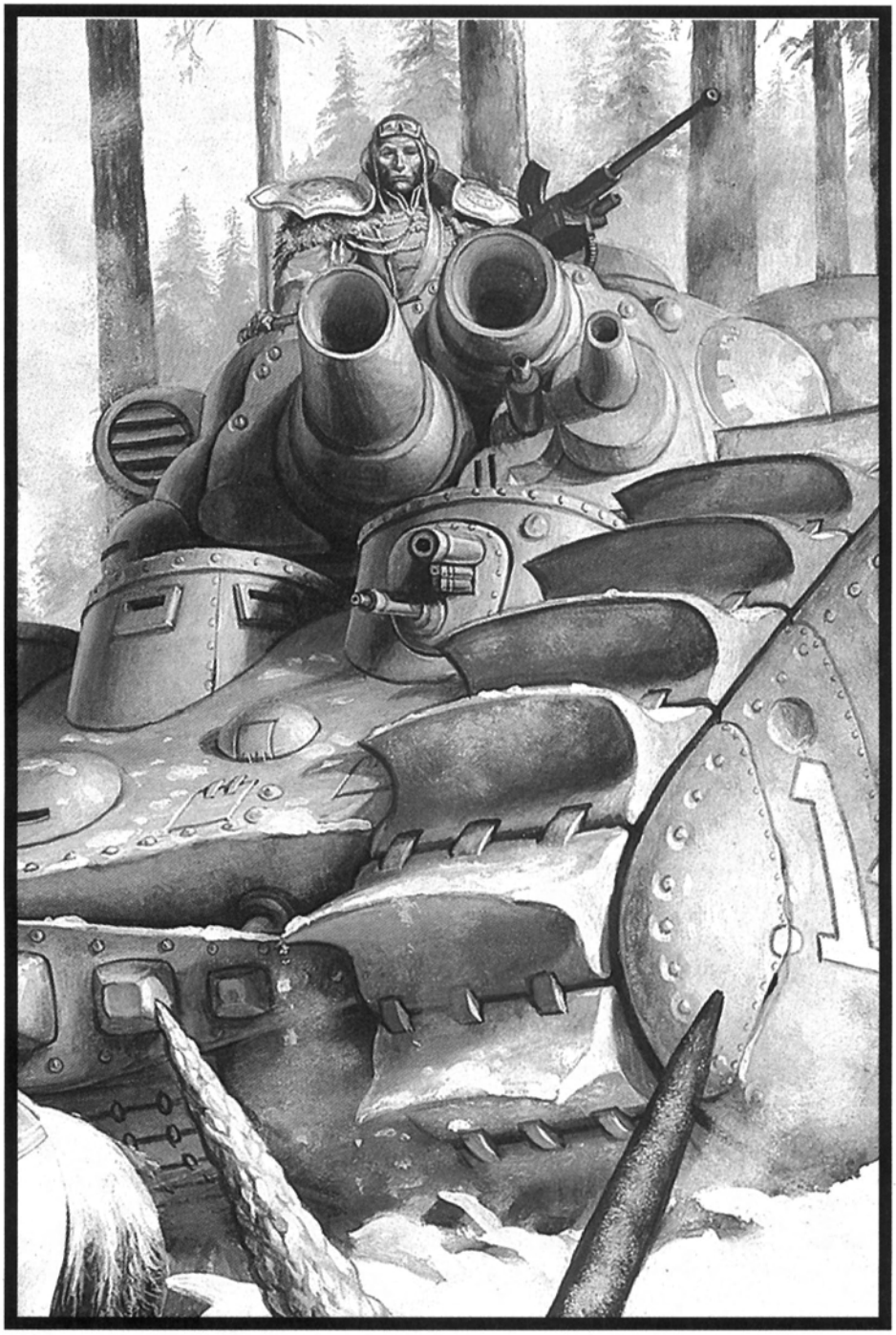
Vehicles have an additional characteristic that is not included in the Profile for normal models. This is the known as the Vehicle's Maneuver Points, which are used by the Driver when it spends an Action to drive the Vehicle.

MANEUVER POINTS (MP)

Maneuver Points give an indication of the maneuverability of a Vehicle. For each Maneuver Point a Vehicle has, the Driver may expend an Action to Drive the Vehicle. Details on Driving Vehicles and turning are described in the section on 'Vehicle Movement'.

STRUCTURE

This describes the composition of a Unit and whether the Unit is a Squad of Vehicles or an Individual Vehicle. If the Unit is a Squad the Structure will state the maximum and minimum number of models allowed in the Squad. If the Unit is an Individual it is still considered an Individual regardless of the number of crew-members.



EXAMPLE OF A VEHICLE PROFILE: GT-OFFROAD

GT-Offroad Vehicle **Cost 136**

MP	W	MV	A	S
3	5	6	12	5

Dragoon Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

Kapitan Gunner

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	11	10	15	3	2	8	3	10	2

Structure: INDIVIDUAL

1 GT-Offroad

Type:

Open / Wheeled

Hit Allocation:

1-16 = Vehicle, 17-20 = Crew

Equipment:

Vehicle: Mounted HMG
Driver: Pistol
Gunner: Pistol

Special Abilities:

Vehicle: Weapon Immunity 10
Driver: High Morale +2
Gunner: High Morale +2, Tactical Sense, Give Orders

Special Rules:

None

TYPE

Vehicles are divided into different Types depending on how they Move and whether they are Covered or Open, the details for which will be given shortly.

HIT ALLOCATION

This allows players to determine which part of the Vehicle gets hit when the Vehicle is attacked and is determined by rolling a d20. For example, roll a d20, on a roll of 1-15 the Vehicle is hit, 16-20 the Driver is hit. This will be detailed further shortly.

EQUIPMENT

This gives a list of all the weapons and equipment that the Vehicle and any crew-members possess. The equipment for the Vehicle, the Driver and any crew-members is listed separately because this affects the way they it is used, as detailed shortly.

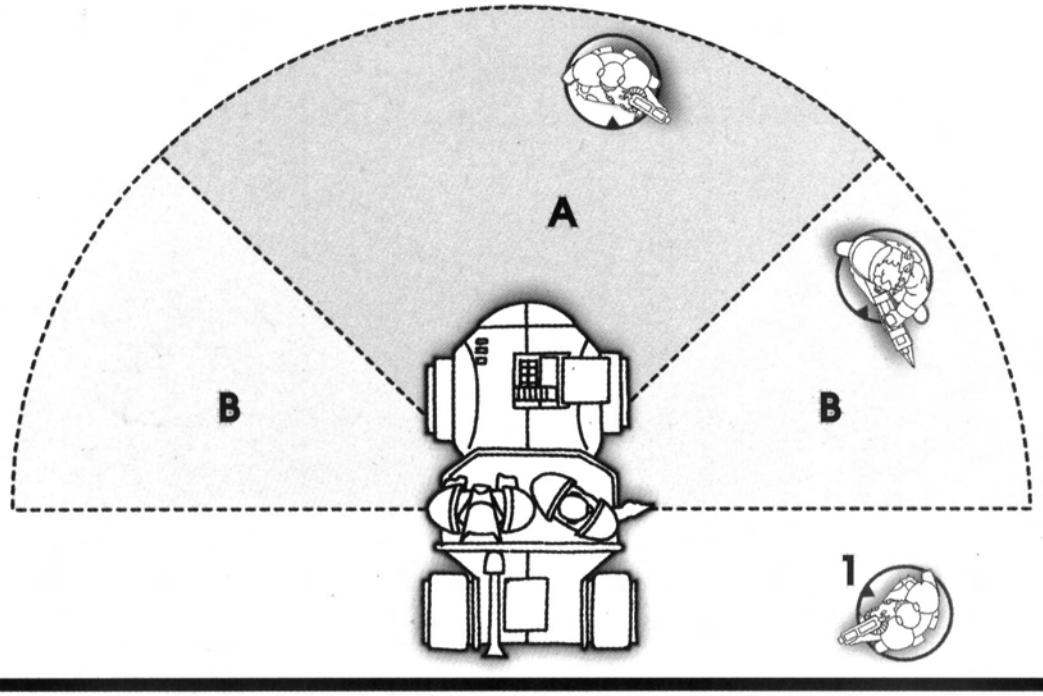
SPECIAL ABILITIES

This lists any Special Abilities that the Vehicle or crew-members might possess. They are listed separately because different crew-members might have different Special Abilities. You will find a list of Special Abilities and an explanation of their effects in the 'Special Abilities' section.

SPECIAL RULES

This describes any Special Rules that might apply to the model.

DIAGRAM 18



18. FIRING ARC OF A VEHICLE

Area A shows the Vehicle's 90 degree Firing Arc.
Areas A and B show the Driver's and the Gunner's 180 degree Firing Arc.
Model 1 is in LOS but not in the Firing Arc of either the Vehicle or the Crew-members.

USING VEHICLES IN WARZONE

Because Vehicles contain a number of different elements they behave differently on the battlefield compared to normal models. Before we go on to look at this in more detail here is a list of general points concerning Vehicles:

- Vehicles have 360 degree LOS.
- Vehicles are always considered as a single model regardless of the number of crew.
- Crewmembers may never leave the Vehicle.
- Vehicles can not Dive For Cover.
- Vehicles can not go Prone.
- Vehicles can not Charge unless otherwise stated.

USING ACTIONS

Vehicles do not have Actions as such, but the crew-members manning them do. All Vehicles have a Driver. The Driver is responsible for controlling the Vehicle during the battle. The crew of a Vehicle cannot leave the Vehicle therefore their own Movement stat is never used. Apart from this they may use their Actions as normal and in any order.

Further details on how crew-members may use their Actions will be covered shortly. However, for a Vehicle to Wait all crewmembers must spend an Action. The Vehicles Turn is then over and a Wait Counter is placed beside the model.

CHARACTER TESTS

When making a character test, such as a Morale Test, Vehicles use the highest relevant stat among the crew.

MOVING VEHICLES

Vehicles do not Move on their own they are driven by the Driver. The number of times a Vehicle can be driven is shown by the Vehicle's Maneuver Points.

DRIVING VEHICLES

This is the term we use to show that the driver is responsible for Driving the Vehicle. To Drive a Vehicle the Driver must spend an Action and by doing so he may use one of the Vehicle's Maneuver Points.

For example, if the driver has 3 Actions and the Vehicle has 3 Maneuver Points then the Vehicle can be Driven three times. If the Vehicle only has 2 Maneuver points then the Vehicle may only be driven twice even if the driver has more Actions. The driver may use any additional Actions to do something else but he may not use them to Drive the Vehicle.

CHANGING GEAR AND REVERSING

Some Vehicles have a reverse gear, which simply means that the Vehicle can Move forwards and backwards. When a Vehicle wants to reverse the Driver must spend an Action to put the Vehicle in reverse gear. When reversing, a Vehicle's Movement is halved. When the Driver has spent an Action to put the Vehicle in reverse a Reverse Counter is placed beside the model to indicate that it is in reverse. To remove the counter the Driver must spend an Action to change gear. The counter is then removed to show that the Vehicle is once again Moving forward.

TURNING

A Vehicle may perform one turn of up to 90 degrees at the beginning or the end of each Action spent Moving. Some Vehicles can only turn up to 45 degrees at any one time and this depends on the type of Vehicle. However, all turns must be separated by an element of forward movement. It does not matter how small this forward movement is but it prevents Vehicles turning on the spot while Moving at speed.

Therefore you can not begin a Move Action with a turn if you ended your last Move Action with a turn. This restriction only applies to Movement that takes place in the same Game Turn. If a Vehicle ends its current Activation with a turn, then the next time it becomes Active it can begin its Movement with a turn (see diagram 19).

For example, a Vehicle begins its Turn facing north. By spending an Action the driver Drives the Vehicle forward 6 inches and ends the Movement with a turn of 90 degrees to the left. The Vehicle is now facing west. Before the Vehicle may turn again it must perform some forward movement. This forward movement could be the full 6 inches or less than half an inch - it doesn't matter. The Vehicle can then end this Movement by making another turn of up to 90 degrees.

The amount that different types of Vehicle may turn at the beginning or end of their Movement is as follows:

Wheeled and Tracked Vehicles

Wheeled vehicles can perform turns of up to 90-degrees. Their Movement is halved when Moving over Rough Terrain and they can not move over Terrain Obstructions unless players agree that they would be able to do so.

Walkers

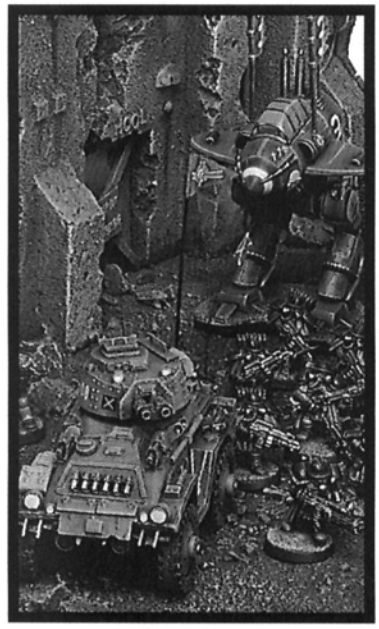
Walkers can perform turns of up to 45-degrees. Their Movement is halved when Moving over Rough Terrain but the driver can spend an Action to have the Vehicle step over Terrain Obstructions so long as the Obstruction is less than half the height of the model.

Hovering Vehicles

Hovering Vehicles can perform turns of up to 45-degrees. They are not affected by Rough Terrain or Terrain Obstructions up to half an inch in height. If the Obstruction is higher than half an inch they must Move around it.

USING VEHICLES IN WARZONE

- Vehicles have 360 degree LOS.
- Vehicles are always considered as a single model regardless of the number of crew.
- Crewmembers may never leave the Vehicle.
- Vehicles can not Dive For Cover.
- Vehicles can not go Prone.
- Vehicles can not Charge unless otherwise stated.



FIRING FROM VEHICLES

- Crew-members use their own RC stat.
- Crew-members may spend an Action to Fire in any order. For example, the Driver might spend an Action to Fire his pistol; the Gunner then spends an Action to Fire his pistol, before the Driver spends a second Action to Drive the Vehicle forward.
- The target must be within LOS and within the crew-member's Firing Arc, which might be determined by the crew-member's Facing or the weapon's Firing Arc.

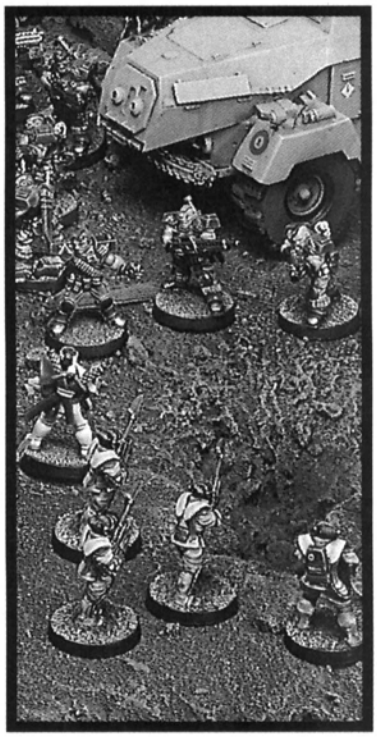
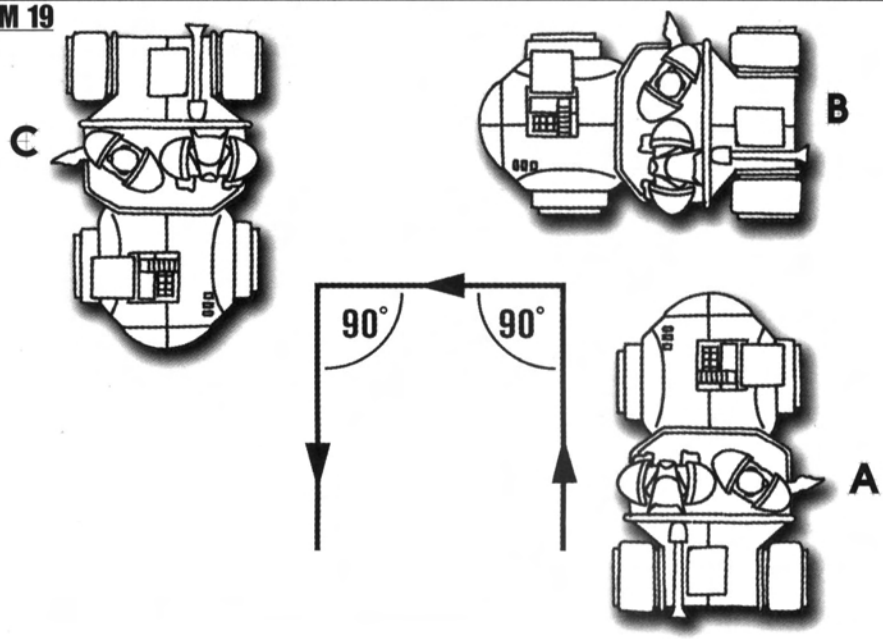


DIAGRAM 19



19. VEHICLE TURNING

A) A Vehicle begins its Turn facing north.

B) By spending an Action the Driver drives the Vehicle forward 6 inches in a straight line and ends the Move by turning 90 degrees to the left. The Vehicle is now facing west.

C) Before turning again the Vehicle has to move forward. The Driver drives 3 inches forward with its second Action and ends this Move by making another 90 degree turn to the left. The Vehicle is now facing south.

VEHICLES IN COMBAT

In combat, Vehicles behave differently to normal models. This is because they are single models but contain more than one component.

RANGED COMBAT FROM VEHICLES

When crew-members Fire from Vehicles they follow the normal rules for Ranged Combat. However, there are certain specific rules that control the way crew-members Fire and the way in which Vehicles are targeted in Ranged Combat.

FIRING FROM VEHICLES

When Firing from Vehicles the following rules apply:

- Crew-members use their own RC stat.
- Crew-members may spend an Action to Fire in any order. For example, the Driver might spend an Action to Fire his pistol; the Gunner then spends an Action to Fire his pistol, before the Driver spends a second Action to Drive the Vehicle forward.
- The target must be within LOS and within the crew-member's Firing Arc, which might be determined by the crew-member's Facing or the weapon's Firing Arc.

DRIVING AND FIRING

Crew-members may Fire while the Vehicle is Moving but they suffer an RC penalty of -3. The driver may Fire its own One-Handed weapons or weapons mounted on the Vehicle itself.

For example, some Vehicles such as the Mishima Dragon Bike have weapons mounted on them. The details for these weapons will be stated in the Vehicle's Profile. Such weapons are designed to be Fired by the driver while he is Driving the Vehicle. The Firing Arc for such weapons will be stated in the Vehicle's Profile.

TARGETING VEHICLES

Because Vehicles have more than one component it is difficult to choose a specific target. The Firing model target's the Vehicle and rolls to hit as normal. If the hit is successful players then refer to the Hit Allocation in the Vehicle's Profile. The Firing model rolls a d20 to determine which part of the Vehicle is hit. Once the target has been determined it makes an Armor Roll as normal.

When targeting crew-members, the driver of a Vehicle is always the last crew-member to be targeted. Vehicles can be destroyed in one of two ways. Either by reducing the Vehicle's Wounds to zero or by killing the driver. If either of these things occur the Vehicle is removed from the table.

VEHICLES IN CLOSE COMBAT

The only types of Vehicle that can initiate Close Combat are Walkers and they behave the same as normal models in terms of Charging and Countercharging. Other types of Vehicle may not initiate Close Combat but they may attempt to Ram other models and this will be detailed shortly.

Vehicles can either be Covered or Open. Basically if the vehicle has a roof it is Covered, if not it is Open. When attacking a Covered Vehicle in Close Combat the attacks are made against the Vehicle. When attacking an Open Vehicle in Close Combat models do not attack the Vehicle but the members of the crew who are defending it. The attacking player states which crew-member he is attacking but he cannot attack the driver while other crew-members are still alive. Vehicles do not need to make a Leadership Test when Breaking Away from Close Combat and enemy models in base contact do not get the normal free attack.

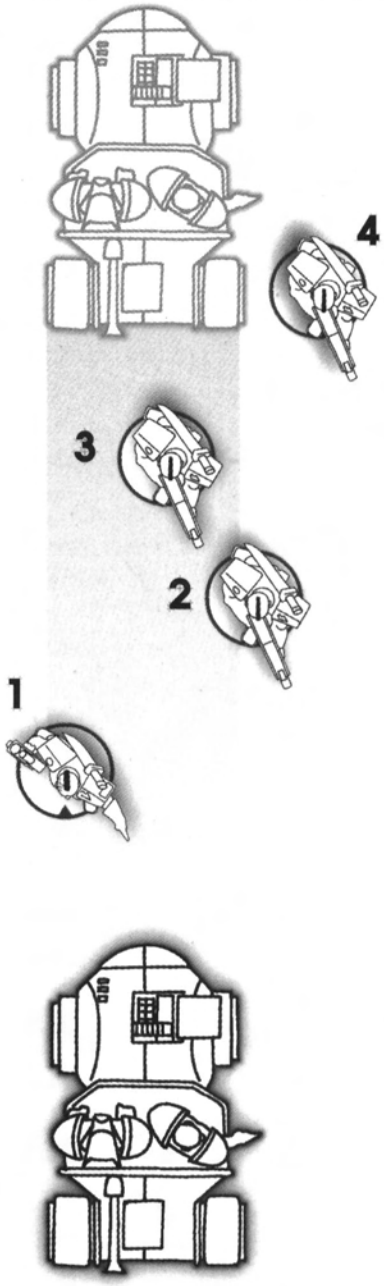
RAMMING

This section describes how Vehicles can Ram ordinary models and other Vehicles. However, players should remember that that Walkers cannot Ram though they may be Rammed as normal.

When a Moving Vehicle comes into base contact with other models it is likely to cause them considerable damage unless they get out of the way. Vehicles can not Dive For Cover so they must take their chances. However, normal models may attempt to Dive For Cover as explained under 'Movement' in the main rules. When attempting to Dive For Cover from a Vehicle models receive a bonus of +1 to their LD stat for each point of difference in Size between them and the Ramming Vehicle. For example, if a Size 5 Vehicle attempts to Ram a Size 2 model then the model receives a bonus of +3 when making its Leadership Test.

In addition to this the target receives an LD bonus of +1 for each model touched by the Vehicle in its current Movement, before reaching the target. For example, if the Ramming model has already touched two models by the time it reaches the target then the target gets an additional LD bonus of +2 when making its Leadership test.

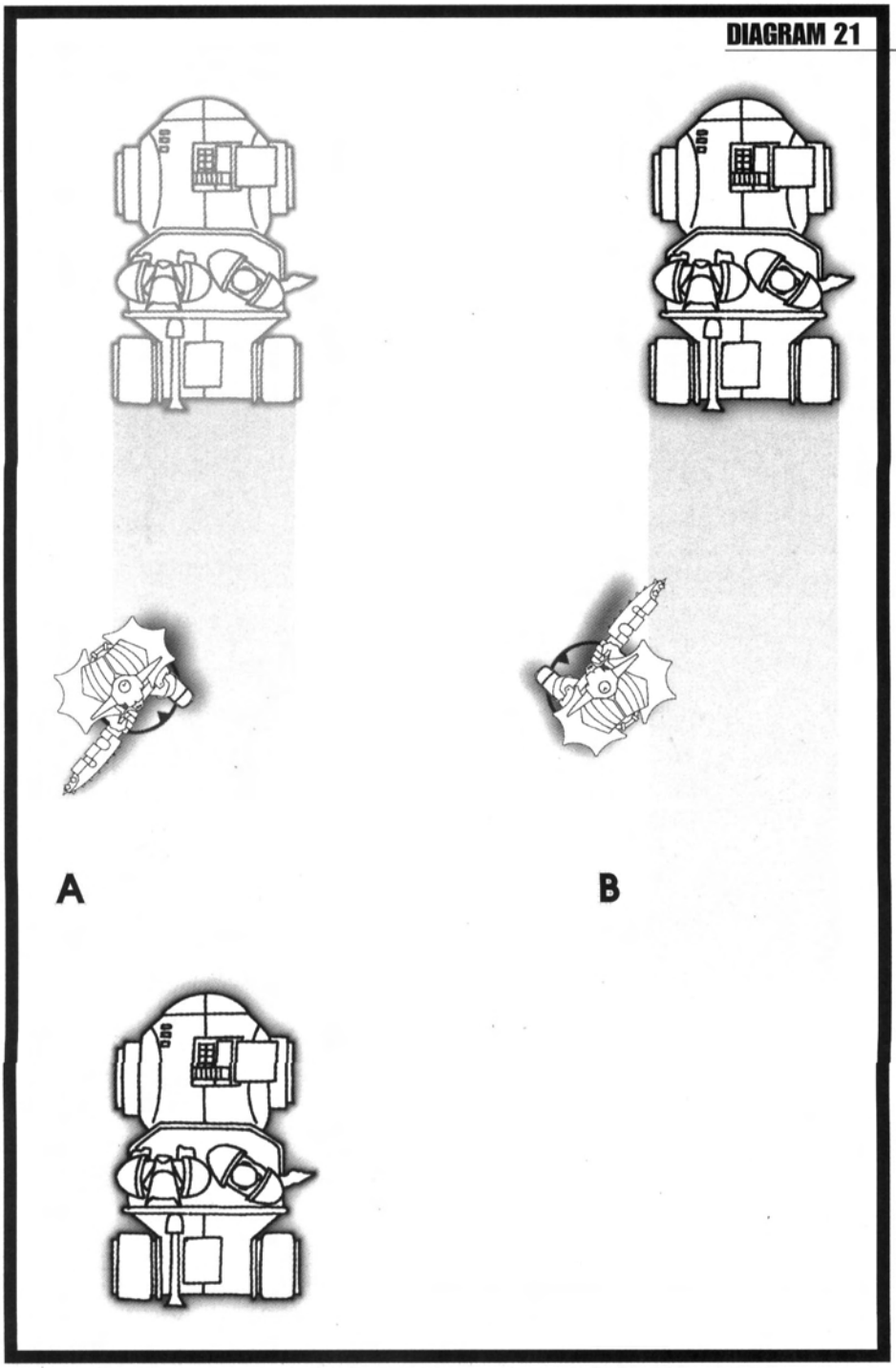
DIAGRAM 20



20. AVOIDING A RAMMING VEHICLE

All models in the Vehicle's path must make a Leadership Test to Dive for Cover.

- Model 1 receives no bonus for its Leadership Test.
- Model 2 gets a bonus of +1 for its Leadership Test.
- Model 3 gets a bonus of +2 for its Leadership Test.
- Model 4 is not affected by the Ramming vehicle.



21. MODEL'S FACING ALTERED AFTER BEING RAMMED

A) Shows the path of the Vehicle and the Facing of the model in its path.

B) The model survives being hit by the Vehicle and is shunted to one side. The model is spun around and its Facing is decided by rolling for Deviation.

CALCULATING THE DAMAGE FOR COLLISIONS

If for any reason a model fails to get out of the way of a Vehicle then a collision will occur. When a collision occurs both models will be affected by it. Obviously the larger model is less likely to suffer any Damage but there is still a chance. When a collision occurs it is as if the two models have attacked each other and scored a successful hit.

The Damage of the Ramming Vehicle is equal to its Armor. In addition to this the Damage from Ramming has a Wound modifier, which is equal to the Size of the Vehicle. For example, a Size 5 Vehicle, with an Armor of 10 would have a Damage of 10(x5).

Once you have calculated the Damage the target makes an Armor Roll as normal to avoid taking a Wound or Wounds.

Don't forget that the target might also cause damage to the Vehicle. The Damage for a normal Size 2 model with an Armor of 7 would be 7(x2) and the Vehicle would need to make an Armor Roll to avoid taking a Wound or Wounds.

RESULTS OF A COLLISION

When two models collide it is likely to affect the speed of the Ramming Vehicle and the position of the Rammed model.

- If the Ramming Vehicle is destroyed then its is removed from the table and the Rammed model remains where it is.
- If the Rammed model is destroyed then its is removed from the table and the Ramming Vehicle continues on its way with any remaining Movement reduced by 1 inch for every Wound it suffered in the collision.
- If both models survive the collision and the Ramming Vehicle is smaller, equal to, or only 1 Size larger than the Rammed model, then the Ramming Vehicle is stopped on impact.
- If both models survive the collision and the Ramming Vehicle is larger by 2 Sizes or more, then the Rammed model is shunted aside and the Ramming Vehicle continues on its way with any remaining Movement reduced by 1 for every Wound it suffered during the collision.
- *When a model is Rammed and shunted aside it is spun* around by the impact. Center the Deviation Template over the model and roll a d20. Half the number rolled (rounding up) to determine the new direction in which the Rammed Vehicle is facing.
- Rammed model can only be shunted off the table if there is no where to place them at the side of the Ramming Vehicle's path.

FLYING MODELS

Flying models might be normal models or Vehicles. If the model is a Vehicle then it follows the rules for Vehicles if not then it follows the rules for normal models. The additional rules for Flying models are detailed in this chapter.

Before proceeding further we shall introduce a number of new terms that we use when talking about Flying models:

- **Airborne:** This describes a Flying model that is in the air and not on the ground.
- **Earthbound:** This describes a Flying model that is on the ground.
- **Take Off:** This describes the process of an Earthbound model becoming Airborne.
- **Landing:** This describes the process of an Airborne model becoming Earthbound.
- **Altitude:** This describes the height of the Flying model and is measured from the tabletop and not from the level of Terrain.
- **Height-band:** Height-bands are used to describe the Altitude of a Flying model.
- **Ascend:** This describes the process of rising from one height-band to another.
- **Descend:** This describes the process of dropping from one height-band to another.

GENERAL RULES FOR FLYING MODELS

- Flying models can either be deployed Earthbound or Airborne at an Altitude of 3 inches.
- Flying models are Activated in the same way as any other Vehicle or ordinary model.
- Flying models may only land if they can do so without coming into base contact with enemy models.
- Altitude Counters are used to show the Altitude of a Flying model, which is divided into Height-bands.
- Each height band represents a difference in Altitude of up to three inches.

Height-Band	Altitude
1	From 0 up to 3 inches
2	From 3 up to 6 inches
3	From 6 up to 9 inches

And so on…

PROFILE FOR FLYING MODELS

The Profile for Flying models will be the same as for any other Vehicle or normal model with one difference. Flying models have two stats for Movement. The first stat is the model's horizontal Movement when Earthbound, while the second is their horizontal Movement when Airborne. By horizontal Movement we mean Movement across the table without any change in Altitude. For example, a Flying model's Movement might be written as 0/6. If the first stat for Movement is written as 0, then the model is not capable of moving on the battlefield while Earthbound.

COMMAND DISTANCE FOR FLYING MODELS

When measuring Command Distance between flying models simply measure the horizontal distance between the models and add the vertical distance, counting 3 inches for each Height-band.

MOVEMENT FOR FLYING MODELS

A Flying model's Movement while Airborne, is shown by its second Movement stat. Flying models may spend an Action to Ascend or Descend to a different Height-band.

All Flying models may turn up to 90 degrees. If the Flying model is a Vehicle then it follows the rules for turning as described in the 'Movement' section in the chapter on Vehicles.

FLYING MODELS IN COMBAT

Flying models suffer damage just as the same type of model would do on the ground. If a flying model is reduced to 0 Wounds whilst Airborne then simply remove the model from the tabletop.

RANGED COMBAT

Ranged Combat with Flying models can introduce some interesting situations as the Altitude of Flying models is represented by an Altitude Counter. The rules for Firing and targeting remain the same as for the relevant type of model with the exception of Template Weapons.

Directly Placed Template weapons can not be used on Airborne models. Indirect Fire Ranged Template weapons can not be used on Airborne models. Direct Fire Ranged Template Weapons can be used on Airborne models. However, if the Firing model misses the target it does not roll for Deviation, the shot just flies straight past. If the shot does hit the target then center the template as usual. Any models even partially covered by the template are hit by the weapon but only if they are in the same Height-band as the target.

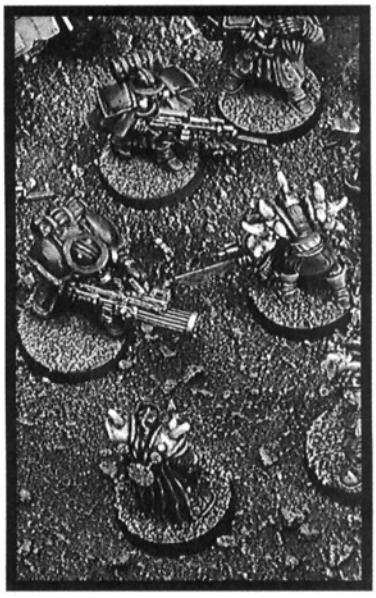
GENERAL RULES FOR FLYING MODELS

- Flying models can either be deployed Earthbound or Airborne at an Altitude of 3 inches.
- Flying models are Activated in the same way as any other Vehicle or ordinary model.
- Flying models may only land if they can do so without coming into base contact with enemy models.
- Altitude Counters are used to show the Altitude of a Flying model, which is divided into Height-bands.
- Each height band represents a difference in Altitude of up to three inches.

HEIGHT-BAND	ALTITUDE
1	From 0 up to 3 inches
2	From 3 up to 6 inches
3	From 6 up to 9 inches

GENERAL RULES FOR GLIDING MODELS

- Gliding models are deployed at a height of 18 inches.
- Gliding models may not Wait whilst Airborne.
- Gliding models can turn up to 45 degrees.
- Gliding models may not Ascend.
- Gliding models may Descend up to 6 inches per Action spent Descending.
- Once Earthbound Gliding models can only Take Off from elevated Terrain with a clear drop of at least 3 inches, unless otherwise stated.
- If Gliding models take a Wound while Airborne they must make a Leadership Test. If they fail the test they lose control and crash to the ground. They suffer damage from the fall as described in 'Jumping and Falling'.



When trying to determine Line of Sight to or from a Flying model, use your ruler to measure the position of the model as represented by the model's Altitude then judge if you can see the target from that position. If players are unable to agree simply roll the Peacemaker.

When measuring the range to the target simply measure the horizontal range to the model and add the vertical distance, counting 3 inches for each Height-band.

The rules for Dead Ground only apply to Flying models that are Firing down at a target. Otherwise they are the same as normal as shown in diagram 22. Models firing up at a Flying model are not subject to the rules for Dead Ground (see the section on 'Dead Ground' in the main rules).

FLYING UNITS IN CLOSE COMBAT

Flying models can only take part in Close Combat when they are Earthbound and they would then follow the rules for Vehicles or normal models as appropriate.

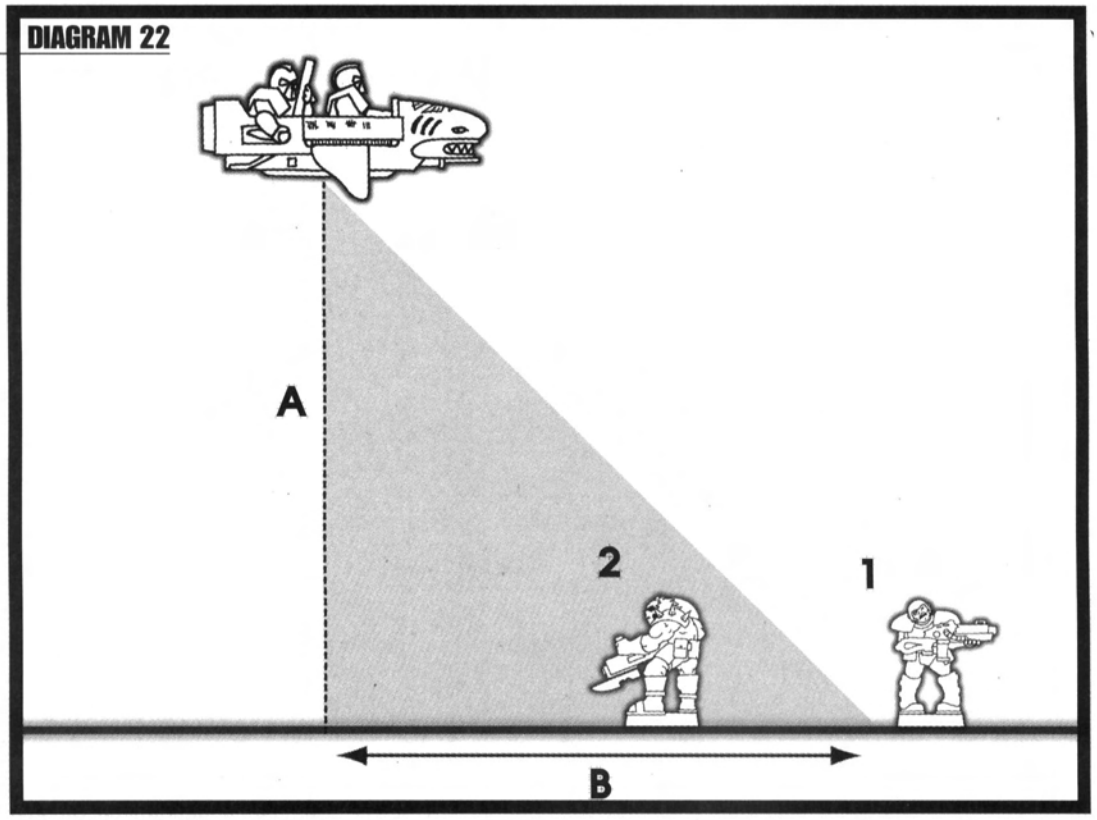
GLIDING MODELS

Gliding models are similar to Flying models but with a reduced Flying ability.

GENERAL RULES FOR GLIDING MODELS

- Gliding models are deployed at a height of 18 inches.
- Gliding models may not Wait whilst Airborne.
- Gliding models can turn up to 45 degrees.
- Gliding models may not Ascend.
- Gliding models may Descend up to 6 inches per Action spent Descending.
- Once Earthbound Gliding models can only Take Off from elevated Terrain with a clear drop of at least 3 inches, unless otherwise stated.
- If Gliding models take a Wound while Airborne they must make a Leadership Test. If they fail the test they lose control and crash to the ground. They suffer damage from the fall as described in 'Jumping and Falling'.

DIAGRAM 22



22. DEAD GROUND FOR FLYING MODELS

A) Is the model's vertical distance above the target.
B) Is the vertical distance measured horizontally.
Model 1 is outside Dead Ground so it may be targeted.
Model 2 is inside Dead Ground so it may not be targeted.
The models on the ground may target the Flying model as normal.

BUILDINGS

INTRODUCTION

This chapter describes how buildings are used in Warzone. Using buildings adds another dimension to the game of Warzone. This chapter will allow players to fight their way into heavily defended bunkers and battle their way through caverns and underground complexes. The rules allow players to deploy models inside different rooms where they will remain hidden from the enemy until they make their presence known or the until enemy explores the area. This presents a host of exciting possibilities as models move through a building not knowing whether or not their opponent has deployed models in the next room.

There are many different types of buildings and all manner of indoor environment that players can battle in. For simplicities sake we use the term 'building' in this chapter to describe not only buildings but also to describe all other indoor environments. Thus we can describe small huts, fortified military installations and underground caverns and mines as buildings.

In this chapter we will introduce some new concepts and certain exceptions to the main rules. When fighting inside or around buildings, the rules detailed in this chapter take precedence over those in the main rules. However, unless a specific rule or effect is changed to simulate the unique characteristics of indoor battles, then the main rules should be used.

BUILDING PROFILES

Buildings don't have a Profile as such; there are just too many possibilities. What they have instead is a 'building record sheet' and 'floor plans'.

The record sheet contains all the necessary information relevant to the building in question much like a model's Profile. While floor plans are like an extension of the tabletop and used to represent parts of the building when it is not physically possible to place models inside.

Players need to prepare a record sheet and floor plans for any buildings being used in a game of Warzone and the procedure for this will be detailed later. We shall begin by defining buildings in terms of how many floors they have, which we refer to as Levels, and any rooms and corridors on these levels, which we call Areas.

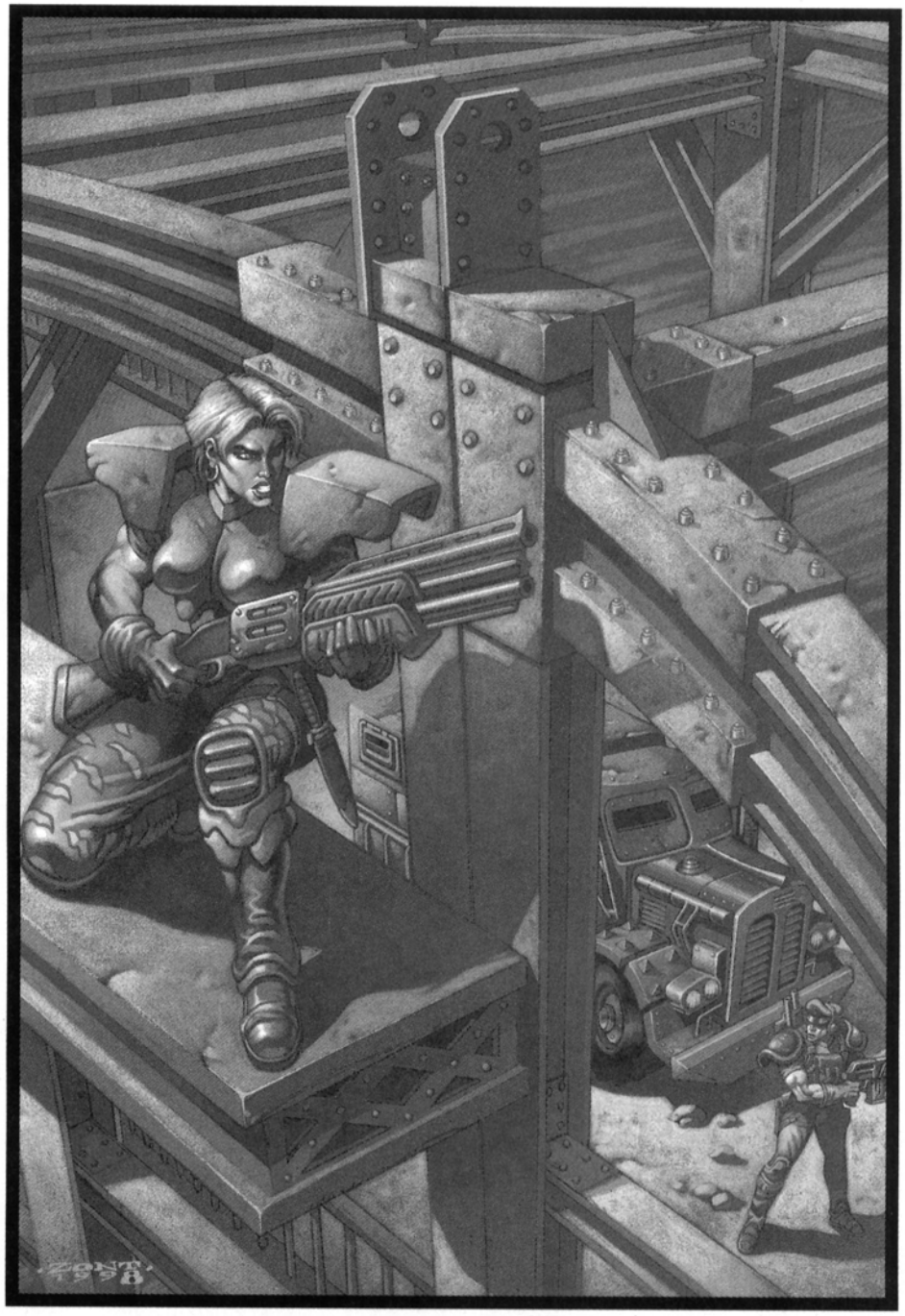
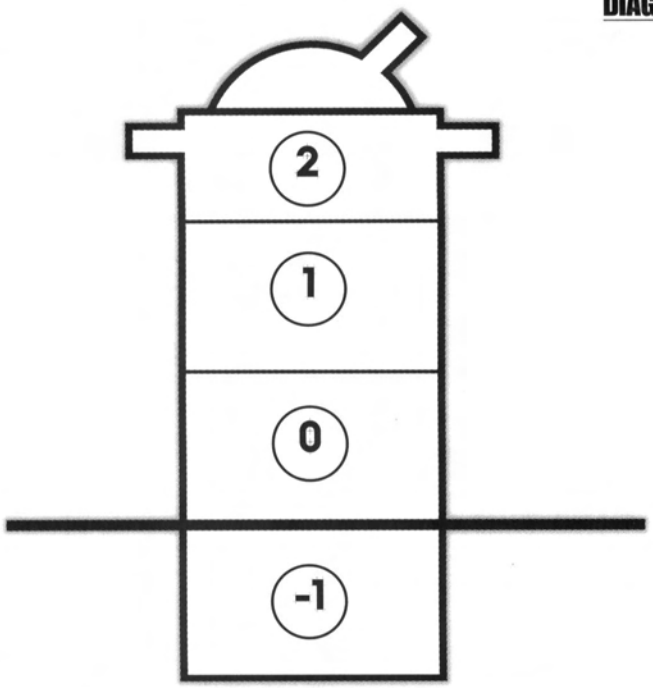


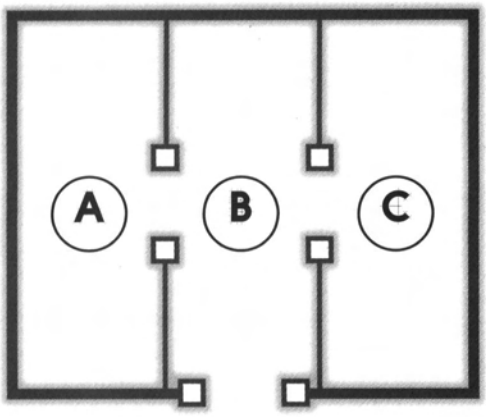
DIAGRAM 23



23. LEVELS OF A BUILDING

Level –1	is below ground level.
Level 0	is ground level.
Levels 1 & 2	are the first and second floors.

DIAGRAM 24



24. AREAS OF A BUILDING

Three rooms, Areas A, B and C divided by interior walls.

LEVELS AND AREAS

All buildings in Warzone whether a small hut, a large building or a cavern system are described in terms of Levels and Areas.

- Levels are the different floors of a building. For example, the cellar, ground floor and first floor.
- Areas are the various rooms and passageways on a single Level and are divided by interior walls. Areas could be guard-rooms, prison cells, or caves.
- Areas can be described as Exposed or Covered.
- If an Area does not have a roof it is Exposed.
- If an Area does have a roof it is Covered.
- Areas can also be described as Friendly or Hostile.
- A Friendly Area is one in which a player's own models are the sole occupants.
- A Hostile Area is one in which a player's own models are Not the sole occupants.
- When using a model building on the battlefield consider the tabletop as an Area in itself.

ACCESS TO BUILDINGS

The Levels and Areas of a building are connected by doorways, windows, and hatchways etc. We refer to such openings as Access Points and we group them into the following categories.

Portals

Portals include doorways, cave entrances and gateways. Basically any opening connecting two Areas that models would walk through.

Windows

Windows include windows, machine gun slits, and holes or gaps in walls. Basically any opening connecting two Areas that models would need to climb through.

Hatchways

Hatchways include trapdoors and holes in the floor of an Area that link one Level to another by stairs or ladders. Basically any opening connecting two Levels that models would have to walk or climb through.

Hatchway Indicators

Hatchway Indicators are used on the Level directly below a Hatch-way to mark the foot of the ladder or stairs that lead up to the Hatchway directly above.

REPRESENTING ACCESS POINTS

We use symbols and counters to indicate the position of Access Points. On record sheets, Access Points are represented by symbols, while on floor plans we use counters. For further details see the section on 'Depicting buildings in Games' (See Diagram 25).

ACCESS POINT SIZE

Like models, all Access Points have a Size rating which determines the Size of model that can pass through them. A model may pass through an Access Point if the Size of the model is equal to or less than the Size of the Access Point. For example, a Size 2 model can pass through a Size 2 Portal, but a Size 3 model cannot.

The Size rating also determines how much a model can see beyond an Access Point and we call this the View Zone.

THE VIEW ZONE

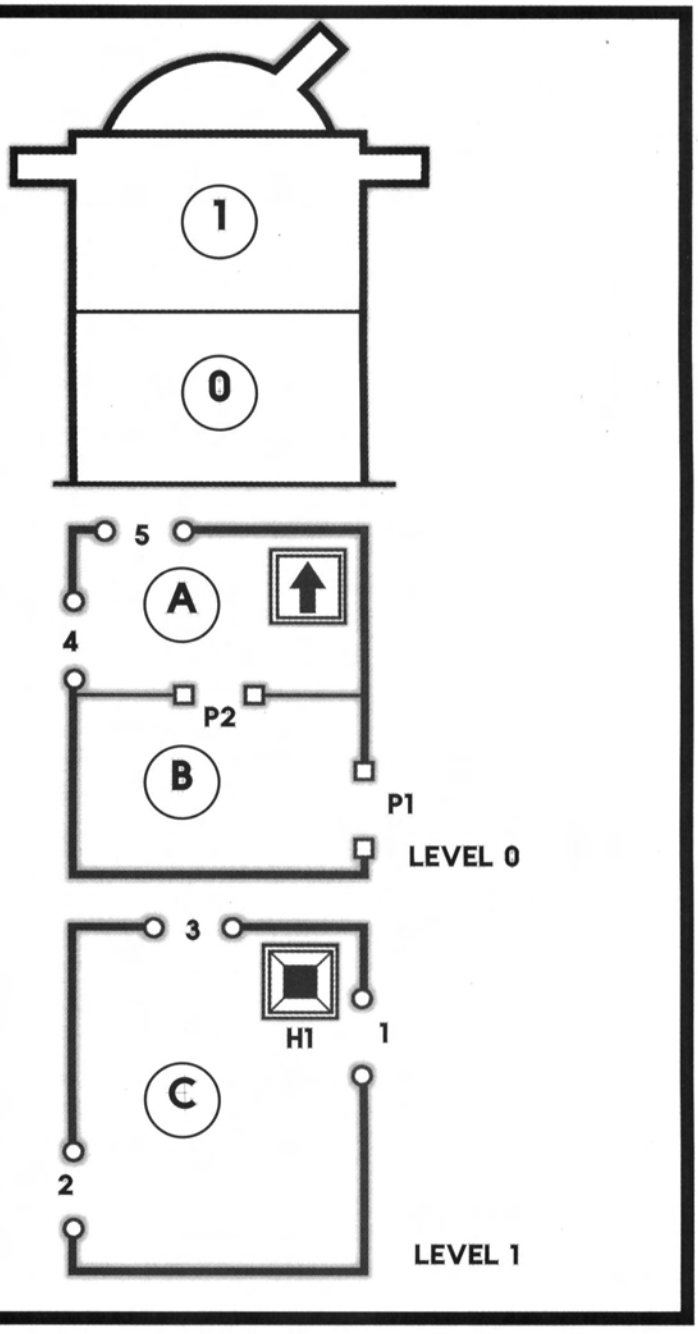
The View Zone is the area around an Access Point that allows models in different Levels and Areas to effectively interact. Obviously, the closer you get to an opening, the more you will be able to see of what lies beyond. Equally, the closer you get to an opening the easier it will be for anyone in the adjacent room to see you. A model must be within the View Zone of an Access Point in order to draw LOS, Fire, or use a Supernatural Power for any distance into an adjoining Area or Level.

The View Zone for a Portal or Window is determined by the Size of the Portal or Window as shown in the following table. This gives you the radius of the View Zone and is measured from the center of the Portal or Window. A model is within the View Zone of a Portal or Window if any part of the model's base is within the View Zone (see Diagram 26).

VIEW ZONE FOR PORTALS AND WINDOWS

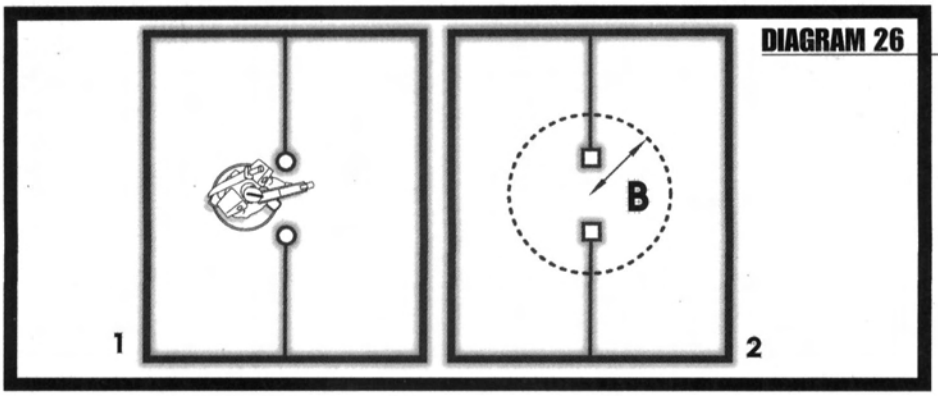
Portal / Window Size	View Zone
1	Base contact
2	2 inches
3	3 inches
4	4 inches
5	5 inches

DIAGRAM 25



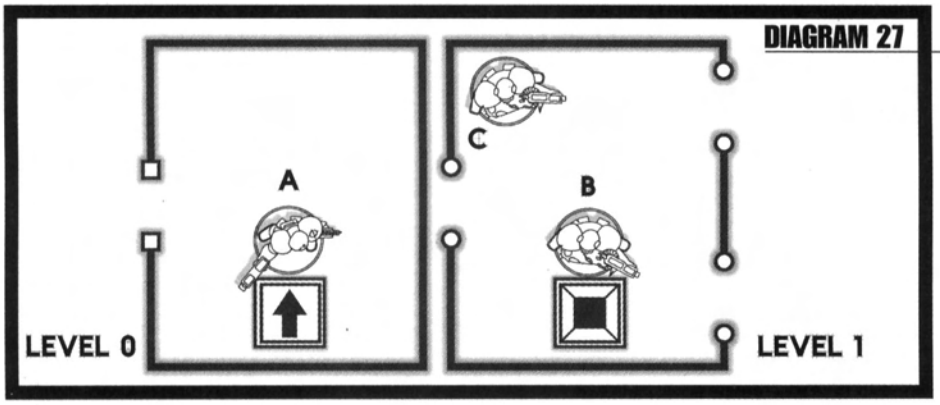
25. LEVELS, AREAS AND ACCESS POINTS OF A TWO LEVEL BUILDING, SHOWING:

- The ground floor - Level 0, consisting of two rooms - Areas A and B.
- The first floor - Level 1, consisting of one large room - Area C.
- Portals (P1 and P2), allowing access into Areas A and B.
- A Hatchway (H1), allowing access between Area A (on Level 0), and Area C (on Level 1).
- Windows 1 to 5.



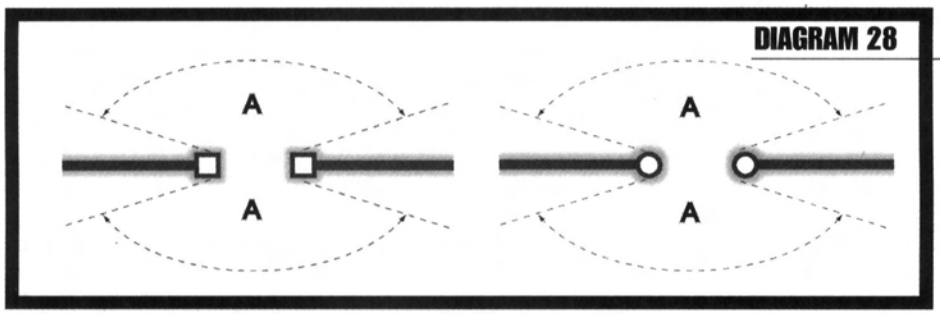
26. PORTAL AND WINDOW VIEW ZONES

1. The model is in base contact with a Size 0 Window so is within the View Zone.
2. Shows the View Zone of a Size 1 Portal, measured from the center of the Portal, where the radius of the View Zone (B) is 2 inches.



27. HATCHWAY VIEW ZONES

- Model A is in base contact with the Hatchway Indicator on Level 0 and is therefore within View Zone, so it can see up into Level 1.
- Model B is in base contact with the Hatchway on Level 1 and is therefore within the View Zone, so it can see down into Level 0.
- Model C is NOT in base contact with the Hatchway on Level 1 and is therefore NOT within the View Zone, so it can NOT see down into Level 0.



28. PORTAL AND WINDOW VISIBILITY ARCS

A = 120 degrees.

VIEW ZONE FOR HATCHWAYS

The View Zone for a Hatchway is treated differently. Only when a model is in base contact with the Hatchway or the Hatchway Indicator is it considered to be in the View Zone (see Diagram 27).

VISIBILITY ARCS

In addition to the View Zone, all Portals and Windows have a Visibility Arc of 120 degrees. A model must be within the Visibility Arc of an Access Point, in order to see or be seen from the other side of the Access Point. In other words, you can not draw LOS through an Open Access Point unless you and your target are within the Visibility Arc.

There is a Visibility Arc template included in this box set to enable players to easily decide whether or not a target is visible through a Portal or Window (see Diagram ?).

BLOCKED ACCESS POINTS

Access Points can either be open or blocked. For example, a Portal can be blocked by a door; a Window can be blocked by shutters and Hatchways can be blocked by a trapdoor (see Diagram 29).

Doors, shutters and trapdoors are represented by symbols and counters and will be detailed in the following sections.

DEPICTING BUILDINGS IN GAMES

The way buildings are depicted in games will depend upon the type of battle you are playing. You might set out the gaming table to represent the interior of a large building or a complex mine system, in which case the building may well occupy the entire battlefield.

Alternatively, you may want to play a scenario in which you place a model building on the tabletop itself and the battle takes place in and around the model. For example, the scenario might require one player to make his way across the table and attack a bunker defended by his opponent. This could be a model of your own design and construction or one of those produced by Target Games.

Whatever the case, some Areas will probably be Covered and therefore any models inside them will be concealed from view. This adds a new dimension to your battles, when players don't know exactly where the enemy has placed his models. Players can see open Areas just like any other part of the battlefield but in order to use Covered Areas effectively we use floor plans and building record sheets.

FLOOR PLANS

It is not always possible to place models inside a model building. Therefore we use floor plans to represent the interior Levels and Areas of a building. These should be placed off the battlefield on a small side-table, while the building itself is actually placed on the battlefield.

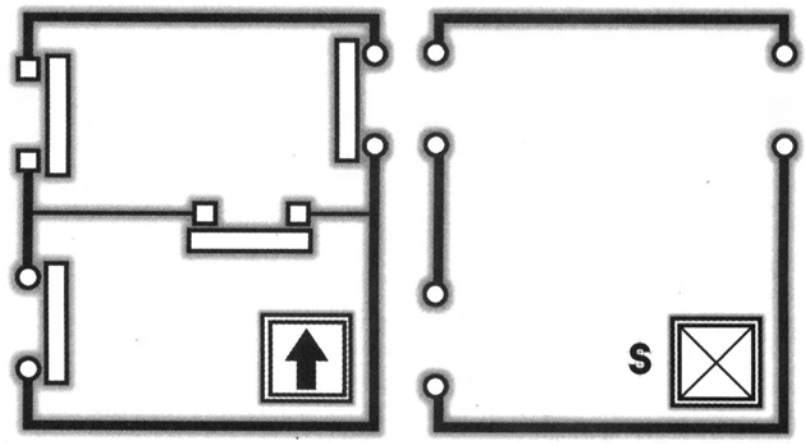
To determine the Size of the floor plans for a model building, measure the outside of the building and draw a floor plan to the same Size on a piece of paper or card. We also suggest that you keep the interior of the building simple, with only one or two Areas per Level. However if you want a more complex indoor battle, more power to you (see Diagram 30).

LAYING OUT FLOOR PLANS

When laying out floor plans players must make sure that they are correctly aligned. Nominate one edge of the table as being north, then mark north on the floor plans. The floor plans can then be laid out in the correct orientation. Any Access Points and other significant features in the Area, such as pillars or walls, should also be marked on the floor plan. Access Point counters are included in this box set for you to use on your floor plans.

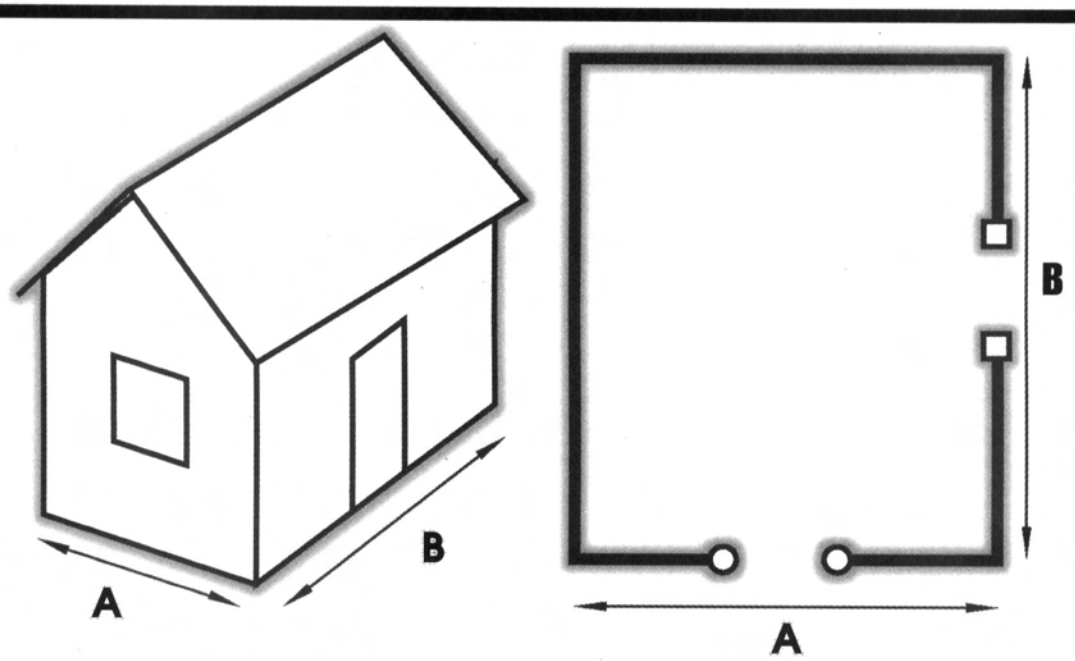
Lay out the floor plans adjacent to each other on a sidetable or a part of the table top not being used. Lay out Levels in ascending order starting with the lowest Level on your left. Make sure the north edge of the floor plans is pointing in the same direction as the north edge of the tabletop (see Diagram 31).

DIAGRAM 29



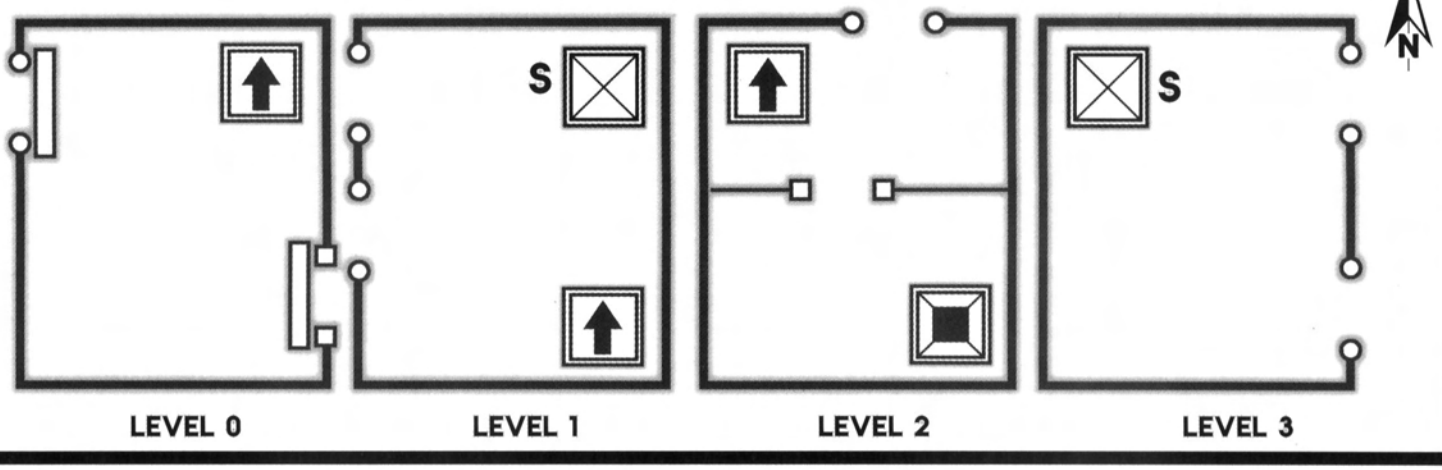
29. BLOCKED ACCESS POINTS
Blocked Portals and Windows on Level 0.
Blocked Hatchway on Level 1.

DIAGRAM 30



30. GENERATING A FLOOR PLAN FOR A MODEL BUILDING

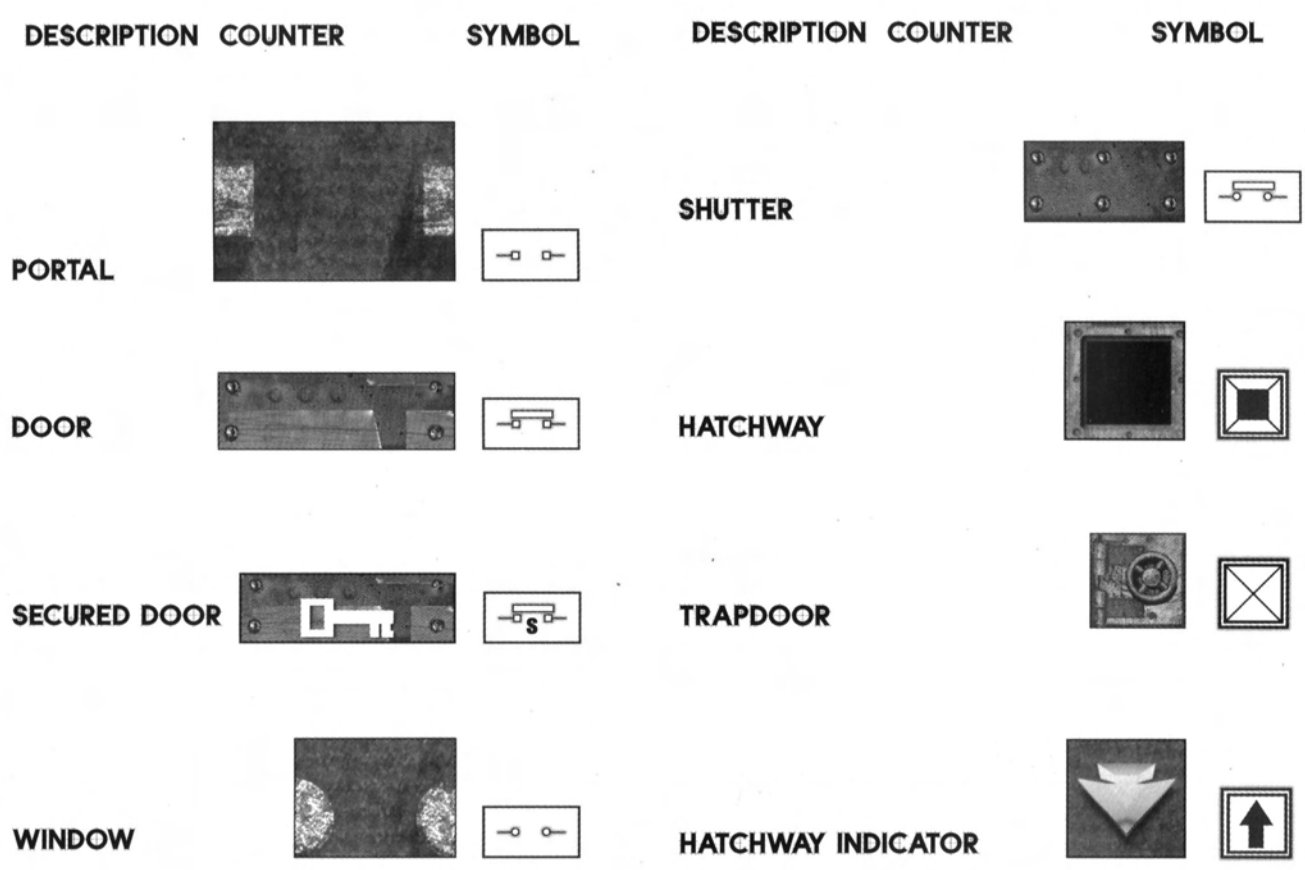
DIAGRAM 31



31. LAYING OUT FLOOR PLANS

The player has indicated North on his floor plans, and placed them in order and adjacent to each other.

DIAGRAM 32



32. COUNTER AND SYMBOL KEY

BUILDING RECORD SHEETS

For each building you should prepare a 'building record sheet', showing the following:

- A plan of the building.
- Levels and Areas.
- Access Points, their Size and whether they are blocked or open.
- The location of any Units occupying Areas.
- Any special rules applicable to the building.

When positioning Access Points between Levels, the Hatchway must be placed directly above the Hatchway Indicator on the adjoining Level below. The symbols used to indicate the position of Access Points etc on the building record sheet should match the counters used to indicate their position on the relevant floor plans.

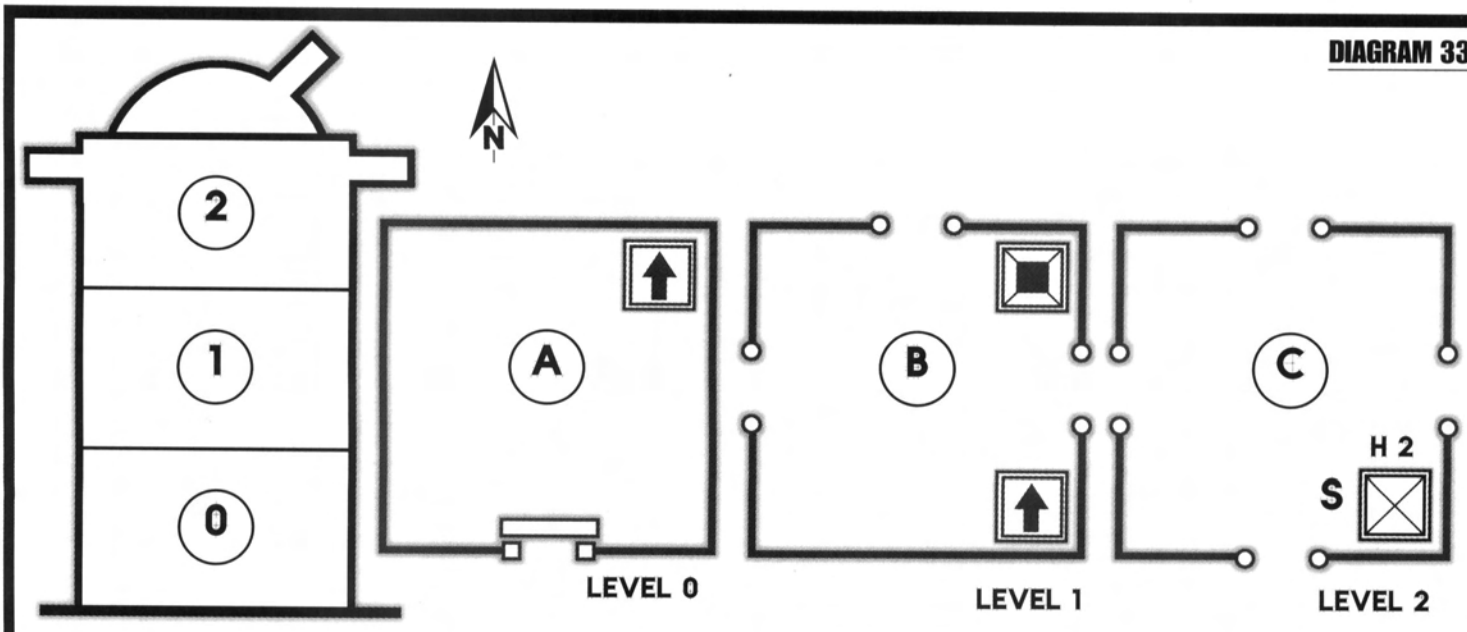
A player starting the game with Units in an unrevealed Covered Area should indicate the presence of the Units on the building record sheet. You do not need to record the exact position of the models in an Area until the Area is revealed; you need only record which Units are in the Area (see Diagrams 32 and 33).

DOORS, SHUTTERS AND TRAPDOORS

When Doors, shutters or trapdoors are used to block Access Points we call them blocks. Blocks can either be secured or unsecured. For simplicity's sake we suggest that you keep secured blocks to a minimum until you are familiar with playing battles in buildings.

- Unsecured blocks can be opened by any model in base contact with them.
- Secured blocks can only be opened by models in base contact with one side and we call this the 'Latch-Side'. The Latch-Side of a secured block is depicted by the presence of a key on the counter. Models that are not on the Latch-Side will need to destroy the block before being able to pass through. On building record sheets secured blocks should be marked with an 'S' to indicate that they are secured.

DIAGRAM 33



LEVELS / AREAS

LEVELS	AREAS	UNITS
0	A	Unit No. 1
1	B	-
2	C	Unit No. 2
-	-	-

ACCESS POINTS

TYPE	SIZE	BLOCKED	ARMOR	WOUNDS
P1 Portal	4	Reinforced	13	8
H1 Hatchway	2	-	-	-
H2 Hatchway	2	Normal	10	4
All Windows	1	-	-	-

SPECIAL:
None

33. BUILDING RECORD SHEET, SHOWING:

- The north facing of the building to help when laying out floor plans.
- The three Levels of the building (Levels 0, 1, and 2).
- The three Areas on those Levels (Areas A, B and C).
- The positions of all Access Points and any Blocks.
- Details of Access Point Size and Block types noted in the relevant section of the Record sheet.
- Special characteristics of the building. In this case – 'None'.
- Two Units deployed in Areas A and C inside the building, marked in the relevant section on the record sheet.

CONCEALED MODELS

Any concealed models in a Covered Area are only revealed when one of the following situations occurs:

- They perform an Action other than Wait. In this situation only the model performing the Action is revealed and placed on the floor plan for the relevant Area. The position of any companions is not revealed until they perform an Action of their own.

In the following situations all concealed models occupying a Covered Area are revealed and placed on the relevant floor plan.

- When an enemy model is within the View Zone and Visibility Arc of an unblocked Access Point to the Covered Area.
- When an enemy model uses a Special Ability or Supernatural Power to reveal models in a Covered Area.
- When a template effect weapon or Supernatural Power is targeted or deviates into the Covered Area.
- A model enters the Covered Area.

PORTAL SIZE	DEPICTED GAP ON COUNTER
1	0.5 inch
2	1 inch
3	1.5 inches
4	2 inches
5	2.5 inches
6	3 inches

WINDOW SIZE	DEPICTED GAP ON COUNTER
1	0.25 inch
2	0.5 inch
3	0.75 inches
4	1 inch
5	1.25 inches
6	1.5 inches

HATCHWAY SIZE	SIZE OF COUNTER
1	0.5 inch
2	1 inch
3	1.5 inches
4	2 inches
5	2.5 inches
6	3 inches

CONCEALED MODELS

Concealed models are models that were deployed in a Covered Area at the beginning of a game. Your opponent will not know of their presence until they do something to reveal themselves or your opponent explores the Area in which they are deployed.

Any concealed models in a Covered Area are only revealed when one of the following situations occurs:

- They perform an Action other than Wait. In this situation only the model performing the Action is revealed and placed on the floor plan for the relevant Area. The position of any companions is not revealed until they perform an Action of their own.

In the following situations all concealed models occupying a Covered Area are revealed and placed on the relevant floor plan.

- When an enemy model is within the View Zone and Visibility Arc of an unblocked Access Point to the Covered Area.
- When an enemy model uses a Special Ability or Supernatural Power to reveal models in a Covered Area.
- When a template effect weapon or Supernatural Power is targeted or deviates into the Covered Area.
- A model enters the Covered Area.

For more details on placing models on revealed floor plans see the section on 'Activating Units'.

ACCESS POINT AND COUNTER SIZES

We supply counters of Access Points in this box set that you are likely to use on your floor plans. If you require more simply photocopy the counters onto thick paper or card. If you need counters for larger Access Points then you can make your own using the progression of Size shown here as a guide.

PORTALS

Portal Size	Depicted gap on counter
1	0.5 inch
2	1 inch
3	1.5 inches
4	2 inches
5	2.5 inches
6	3 inches

WINDOWS

Window Size	Depicted gap on counter
1	0.25 inch
2	0.5 inch
3	0.75 inches
4	1 inch
5	1.25 inches
6	1.5 inches

As a guide to Window Sizes, an observation or machine gun slit would be Size 1. If you wish to depict long narrow observation slits or machine gun slits, treat them as one long Size 1 Window.

HATCHWAYS AND HATCHWAY INDICATORS

Hatchway Size	Size of counter
1	0.5 inch
2	1 inch
3	1.5 inches
4	2 inches
5	2.5 inches
6	3 inches

USING BUILDINGS IN BATTLES

Having discussed how buildings are depicted in terms of floor plans and building record sheets we shall now go on to detail how they are actually used in a battle.

DEPLOYMENT

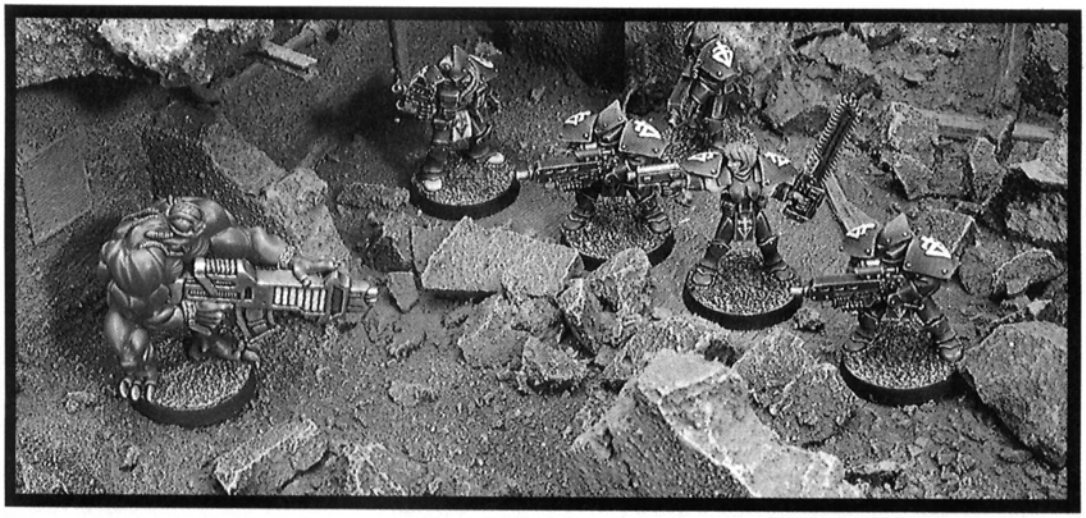
The standard rules for deployment in Warzone are not always sufficient when buildings are introduced to a scenario; there are just too many potential possibilities. The method used to deploy models in battles depends on the type of battle you are fighting.

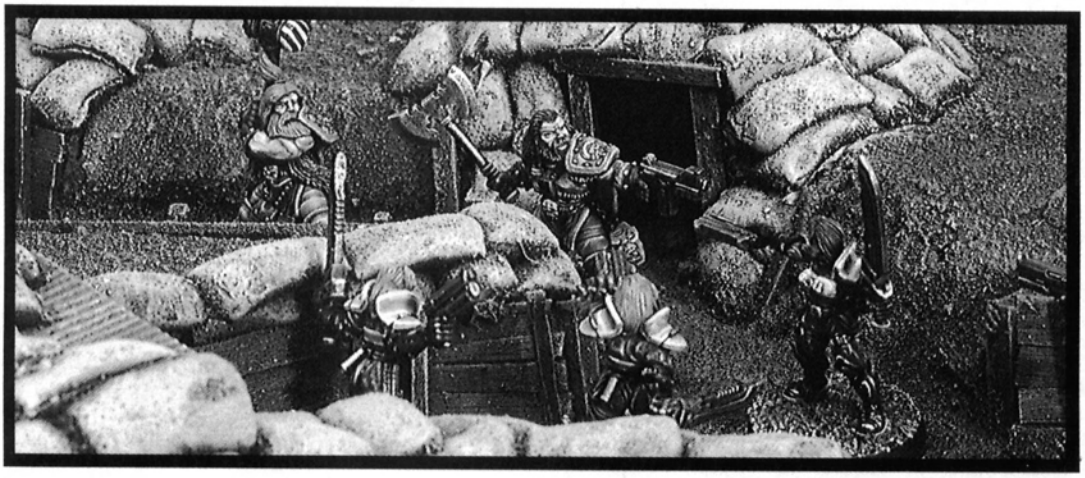
The first and most common types of battle are those in which a model building is placed on the battlefield and players fight in and around the building. The second type are indoor or underground battles, where the entire tabletop represents a large building or underground complex, and there is no tabletop representation of the outside world.

DEPLOYMENT IN BUILDINGS IN TABLETOP BATTLES

Deployment zones will vary from scenario to scenario. You will need to agree on how, when and where your armies will be deployed. You may also decide that one player must deploy all their army first, if they are playing the defenders of a bunker for example. However, when models are deployed in buildings, the following rules apply.

- Models deployed in an Exposed Area are deployed as normal. For example, a player wishing to deploy models on the roof of a building should place the models on the model itself.
- Models deployed in a Covered Area are treated in a different manner. See the section on 'Concealed Models'. A player wishing to deploy troops in a Covered Area should mark the location of the Unit on the building record sheet. When the Area is revealed the occupying player may place his models anywhere in the relevant Area, as long as they are not in base contact with enemy models.





DEPLOYMENT IN BUILDINGS IN TABLETOP BATTLES

- Models deployed in an Exposed Area are deployed as normal. For example, a player wishing to deploy models on the roof of a building should place the models on the model itself.
- Models deployed in a Covered Area are treated in a different manner. See the section on 'Concealed Models'. A player wishing to deploy troops in a Covered Area should mark the location of the Unit on the building record sheet. When the Area is revealed the occupying player may place his models anywhere in the relevant Area, as long as they are not in base contact with enemy models.

UNITS DEPLOYED IN LEVELS AND AREAS

- Members of a single Squad must all be deployed in the same Area.
- Models may not be deployed in Areas if their bases will not fit. Any models that can not be placed in an Area without their base overlapping that of another model are not allowed to take part in the battle. Players should bear this in mind when deciding to place a large Squad in a small room!
- Models may only be deployed in Levels or Areas to which they would normally be able to gain access. For example - Size 2 models may only be deployed in Levels or Areas to which there is at least one Access Point of Size 2 or greater.

DEPLOYMENT IN INDOOR OR UNDERGROUND BATTLES

When the whole tabletop represents the Level of a building and the Areas on this Level are Covered, then deployment is treated differently. Players may not actually place their models on the table, they may simply take turns to mark the location of their Units on their structure record sheets. This way both players enter the battle not knowing which Areas the enemy occupies. However, to avoid players from secretly deploying Units in the same Area they should either designate particular Areas at opposite ends of the table as deployment zones or leave certain Areas in the middle of the table *unoccupied. Feel free to experiment, as the possibilities are endless.*

UNITS DEPLOYED IN LEVELS AND AREAS

When Units are deployed inside buildings the following rules apply:

- Members of a single Squad must all be deployed in the same Area.
- Models may not be deployed in Areas if their bases will not fit. Any models that can not be placed in an Area without their base overlapping that of another model are not allowed to take part in the battle. Players should bear this in mind when deciding to place a large Squad in a small room!
- Models may only be deployed in Levels or Areas to which they would normally be able to gain access. For example - Size 2 models may only be deployed in Levels or Areas to which there is at least one Access Point of Size 2 or greater.

ACTIVATING UNITS

Players wishing to Activate concealed models in a Covered Area, declare the models Active and place the models anywhere in the relevant Area, then proceed as normal.

Players do not need to Activate concealed models if they wish to keep the model's location a secret from their opponent. However, they may still be revealed by the Activity of their opponent's models.

FORCED TO REVEAL UNITS

Players forced to reveal unrevealed Units may place the models anywhere in the relevant Area, so long as the models are not in base contact with enemy models. Models revealed like this are always counted as Waiting and Unactivated. Once this is done the Turn proceeds as normal.

COMMAND DISTANCE

Due to the restricted nature of fighting indoors Command Distance can be affected as detailed below.

COMMAND DISTANCE IN BUILDINGS

Remember to consider the tabletop as an Area in itself. Command Distance is measured from the center of the Access Point. Models maintain Command Distance with their Squad Leader in an adjoining Level or Area if they remain within a 3-inch radius of the Access Point, and their Leader remains within a 3-inch radius of the Access Point in the adjoining Level or Area. (see Diagram 34)

MOVEMENT

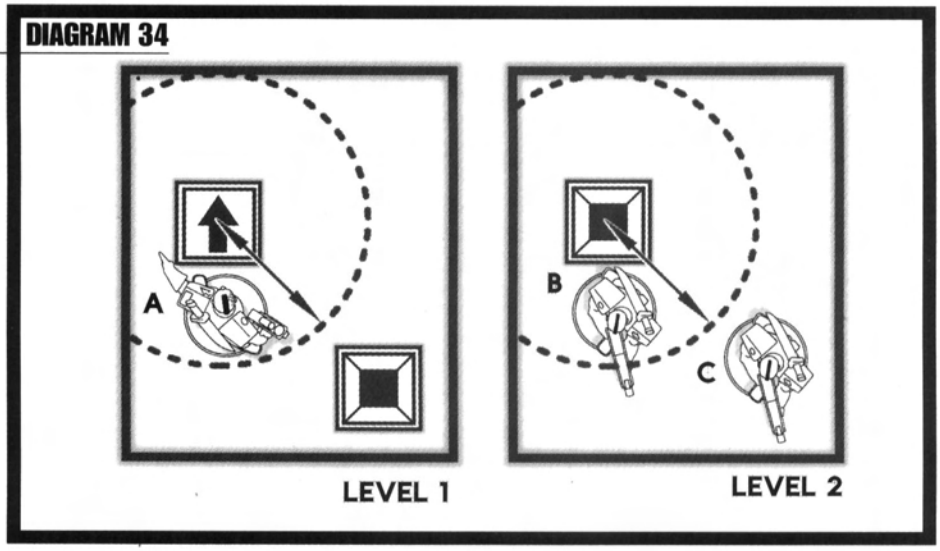
The constricted nature of fighting indoors can restrict a model's Movement as follows.

MOVEMENT BETWEEN ADJOINING LEVELS

If a model wants to Move from one Level of a building to an adjoining Level, the following rules apply.

- Models must spend one Action to move up or down through a Hatchway to an adjoining Level.
- Models must start the Move in base contact with the Hatchway or Hatchway Indicator and end the Move in base contact with Hatchway or Hatchway Indicator on the adjoining Level.
- If access to an adjoining Level is obstructed by enemy models then Close Combat must be initiated.
- Mounted models and ground vehicles may not normally move through Hatchways unless both players agree that a Hatchway is accessible before the battle. A very large stairway, for example, might be accessible.

DIAGRAM 34

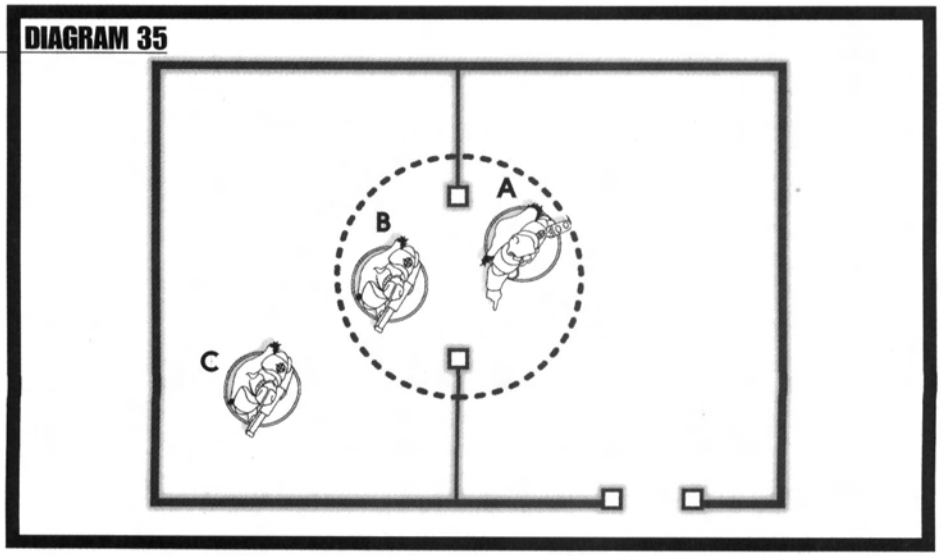


34. COMMAND DISTANCE BETWEEN LEVELS

The circle shows the 3 inch Command Distance, as measured from the center of the Access Point.

- Free Marine Sergeant A is within 3 inches of the Hatchway Indicator on Level 1.
- Free Marine B is within 3 inches of the Hatchway on Level 2, so remains in Command Distance.
- Free Marine C is outside 3 inches of the Hatchway on Level 2, so is outside Command Distance.

DIAGRAM 35



35. COMMAND DISTANCE BETWEEN AREAS

The circle shows the 3 inch Command Distance, as measured from the center of the Access Point.

- Venusian Ranger Sergeant A is within the 3 inches radius.
- Venusian Ranger B in the adjacent Area is also inside the 3 inches radius so remains within Command Distance.
- Venusian Ranger C in the adjacent Area is outside the 3 inches radius so is outside Command Distance.

MOVEMENT BETWEEN ADJOINING LEVELS

- Models must spend one Action to move up or down through a Hatchway to an adjoining Level.
- Models must start the Move in base contact with the Hatchway or Hatchway Indicator and end the Move in base contact with Hatchway or Hatchway Indicator on the adjoining Level.
- If access to an adjoining Level is obstructed by enemy models then Close Combat must be initiated.
- Mounted models and ground vehicles may not normally move through Hatchways unless both players agree that a Hatchway is accessible before the battle. A very large stairway, for example, might be accessible.

MOVEMENT BETWEEN ADJACENT AREAS

If a model wants to move from one Area to an adjacent Area, the models must pass through either a Portal or a Window.

Movement through an open Portal follows the normal rules for Movement in Warzone. Simply measure the distance through the Portal as usual. If a model ends up in an Access Point between two Areas, assume the model to be in the Area in which most of its base lies. As normal, if there is any disagreement, simply roll the Peacemaker.

MOVEMENT THROUGH A WINDOW

- Models must expend one Action to climb through a Window.
- Models must start the Move in base contact with the Window and end the Move in base contact with the Window in the adjacent Area.
- Models may not Move through a Window that is obstructed by models on the other side.

RANGED COMBAT BETWEEN ADJOINING LEVELS

- The Firing model must be inside the View Zone of the open Hatchway or Hatchway Indicator, and the target model must be inside the View Zone on the adjoining Level.
- The Firing model may only draw LOS to enemy models on the opposite side of the Hatchway or Hatchway Indictor on the adjoining Level.
- As a general rule assume the range between adjoining Levels to be 3 inches, unless players agree otherwise before the battle starts. In the case of very high rooms for example (see Diagram 37).

RANGED COMBAT BETWEEN ADJACENT AREAS

- Either the Firing model or the target must be within the View Zone of the Access Point.
- Both the Firing model and the target must be within the Visibility Arc of the Access Point.
- The Firing model must have LOS through the Access Point to the target.
- If Firing into an Area from the tabletop outside the building, or vice versa, remember to treat the tabletop as an Area in itself (see Diagram 38).

MOVEMENT BETWEEN ADJACENT AREAS

If a model wants to move from one Area to an adjacent Area, the models must pass through either a Portal or a Window.

Movement through an open Portal follows the normal rules for Movement in Warzone. Simply measure the distance through the Portal as usual. If a model ends up in an Access Point between two Areas, assume the model to be in the Area in which most of its base lies. As normal, if there is any disagreement, simply roll the Peacemaker.

Movement through a Window is handled differently and the following rules apply.

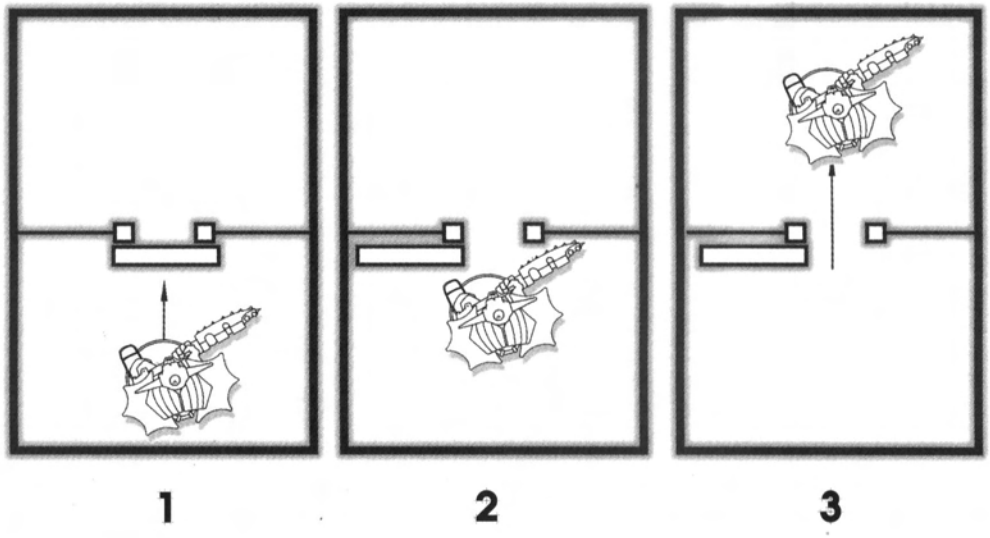
- Models must expend one Action to climb through a Window.
- Models must start the Move in base contact with the Window and end the Move in base contact with the Window in the adjacent Area.
- Models may not Move through a Window that is obstructed by models on the other side.

BLOCKED ACCESS POINTS

Models in base contact with an unsecured door, shutter or trapdoor may spend one Action to open or close it. If it is secured then only models on the Latch-Side can open it in this way. Move the counter representing the block to one side of the Access Point to indicate open access (see Diagram 36).

Models, not on the Latch-Side, attempting to pass through a secured door, shutter or trapdoor must destroy it before passing through the Access Point. Once destroyed remove the counter and mark the building record sheet accordingly. See the section on 'Destroying Blocks' for more details on attacking Blocked Access Points.

DIAGRAM 36



36. OPENING A BLOCKED PORTAL

1. Model uses its first Action to Move into base contact with the Latch-Side of a Blocked Portal.
2. Model uses its second Action to open the Portal.
3. Model uses its third Action to Move through the open Portal.

RANGED COMBAT

To measure the range between firing models on floor plans and a model on the tabletop or vice versa, measure the range from the corresponding point on the model building to the model on the tabletop. In other words, locate the Portal or Window represented on the floor plan and measure from that point on the model building.

RANGED COMBAT BETWEEN ADJOINING LEVELS

If players wish to Fire or use Supernatural Powers through a Hatchway from one Level to an adjoining Level, the following rules apply.

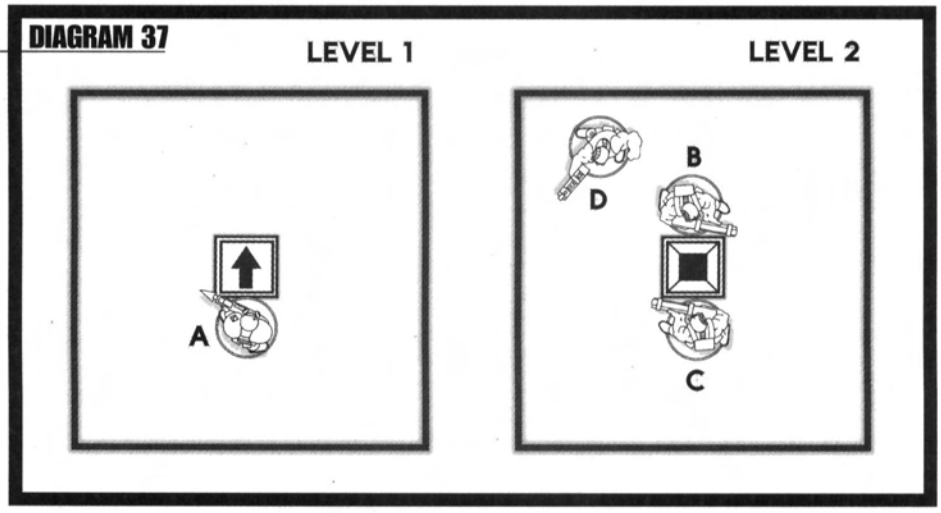
- The Firing model must be inside the View Zone of the open Hatchway or Hatchway Indicator, and the target model must be inside the View Zone on the adjoining Level.
- The Firing model may only draw LOS to enemy models on the opposite side of the Hatchway or Hatchway Indictor on the adjoining Level.
- As a general rule assume the range between adjoining Levels to be 3 inches, unless players agree otherwise before the battle starts. In the case of very high rooms for example (see Diagram 37).

RANGED COMBAT BETWEEN ADJACENT AREAS

If a player wishes to Fire at a target in an adjacent Area through a Portal or Window, the following rules apply.

- Either the Firing model or the target must be within the View Zone of the Access Point.
- Both the Firing model and the target must be within the Visibility Arc of the Access Point.
- The Firing model must have LOS through the Access Point to the target.
- If Firing into an Area from the tabletop outside the building, or vice versa, remember to treat the tabletop as an Area in itself (see Diagram 38).

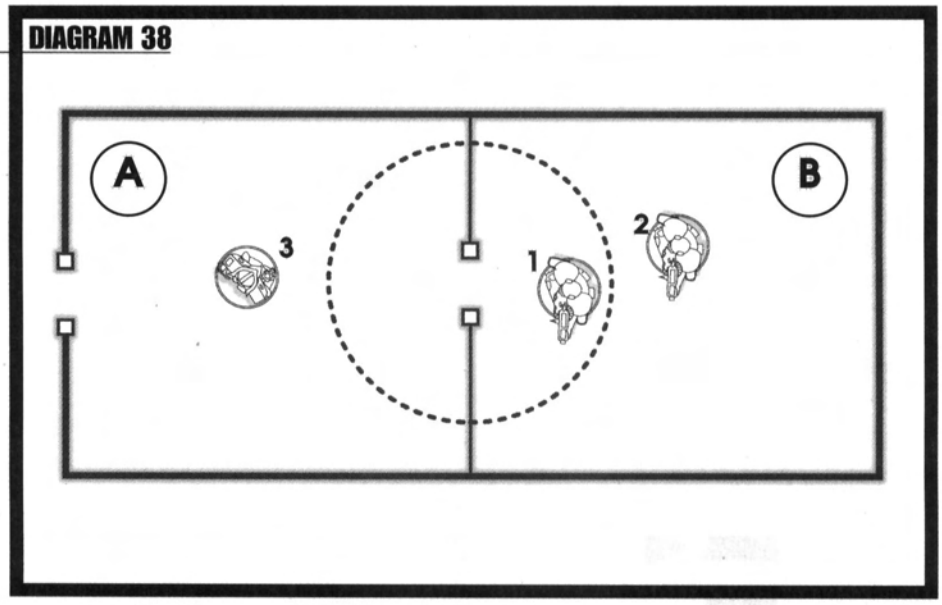
DIAGRAM 37



37. RANGED COMBAT BETWEEN ADJOINING LEVELS

- Model A on Level 1, and model B on Level 2 can shoot at each other as both models are within the View Zone of the Hatchway, and on opposite sides to each other.
- Model C on Level 2 is within the View Zone of the Hatchway so can see down into Level 1. It is also aware of model A but cannot target it.
- Model D on Level 2 is outside the View Zone of the Hatchway so can neither see nor shoot down into Level 1.

DIAGRAM 38

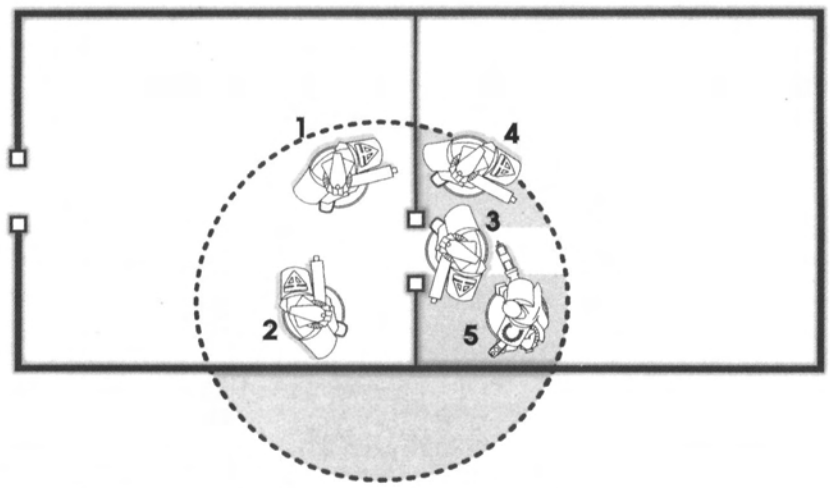


38. RANGED COMBAT BETWEEN ADJACENT AREAS

The circle represents the View Zone of the Portal connecting the Areas.

- Model 3 in Area A, and model 1 in Area B, can shoot at each other as one of the models is within the View Zone.
- Model 3 and model 2 cannot shoot at each other as neither model is within the View Zone.

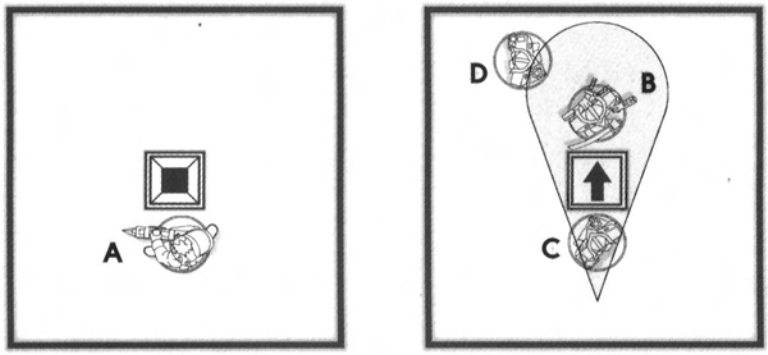
DIAGRAM 39



39. TEMPLATE EFFECTS IN AREAS

The shaded areas show where the walls of the building stop the effects of the template. Models 4 and 5 are unaffected by the template.

DIAGRAM 40



40. FIRING A DIRECTLY PLACED TEMPLATE WEAPON THROUGH A HATCHWAY

- Model A, on Level 1, Fires a Flame-Thrower through the Hatchway at the models on Level 0 below.
- The template is centered on the Hatchway Indicator on Level 0, pointing away from model A.
- Model B and model D are under the template and on the opposite side of the Hatchway Indicator to model A and are therefore hit by the weapon. Model C is not opposite model A and is therefore not hit by the weapon.

TEMPLATE WEAPONS

Template weapons and Supernatural Powers with template effects may still be used in buildings but the area of effect is likely to be restricted by walls and Blocked Access Points. When a template placed in one Area overlaps into another Area, simply ignore the overlapping parts unless they pass through an Open Access Point.

Open Windows still provide some protection to models affected by an overlapping template. Roll a d20. On a result of 1-10 the model is unaffected, on a result of 11-20 work out the hits as normal (see Diagram 39).

DIRECTLY PLACED TEMPLATE WEAPONS BETWEEN LEVELS

The effects of a Directly Placed Template weapon, such a flamethrower, will only affect models on the opposite side of the Hatchway and the range of the template will be diminished by the distance between Levels. To determine which models on the target Level are affected by the template use the following procedure:

- Center the template on the center of the Hatchway or Hatchway Indicator on the target Level with the template pointing away from the Firing model.
- Only models on the opposite side of the Hatchway or Hatchway Indicator to the Firing model are hit by the template (see Diagram 40).

DIRECTLY PLACED TEMPLATE WEAPONS BETWEEN AREAS

Directly Placed Template weapons are used as normal when Firing between adjacent Areas. Simply center the template on the target as normal. Firing models must still follow the rules detailed in 'View Zone' and 'Visibility Arcs'.

RANGED TEMPLATE WEAPONS

Using Ranged Template weapons inside a building can be a very dangerous affair. The Firing model chooses the target as normal and if successful then the template is centered on the target. If the shot is not successful they must roll for Deviation. Firing models must still follow the rules detailed in 'View Zone' and 'Visibility Arcs'. If the shot is not successful they must roll for Deviation.

DEVIATION IN BUILDINGS

Deviation in buildings is affected by the constricted nature of fighting indoors and by Firing up or down from one Level to another. We shall deal with Deviation when Firing between Levels first.

FIRING DOWNWARDS

The rules for Direct and Indirect Fire Ranged Template weapons are the same when Firing down from one Level to another. If a Firing model misses its target when firing DOWN through a Hatchway it must roll for Deviation. Center the Deviation Template on the target and work out Deviation as normal. Remember that a shot cannot Deviate more than half the distance to the original target, so if you are playing with 3 inches between Levels, then the shot can not deviate more than 1.5 inches.

FIRING UPWARDS

The rules for Direct and Indirect Fire Ranged Template weapons differ when Firing up from one Level to another. Direct Fire weapons are more predictable than Indirect Fire weapons so we shall deal with them first.

Direct Fire Ranged Template Weapons

If a model misses its target when firing a Direct Fire Ranged Template weapon UP through a Hatchway to an adjoining Level the template has no effect. The weapon has either struck the ceiling on the Firing model's Level or flown past the target to hit the ceiling on its Level. Either way no effects are suffered.

Indirect Fire Ranged Template Weapons

If a model misses its target when firing an Indirect Fire Ranged Template weapon UP through a Hatchway the shot might hit the ceiling and fall down onto the Firing model's level. First, roll a d20 to determine on which Level to place the Deviation template.

- On a roll of 1–10 place the Deviation template on the target Level centered on the Hatchway.
- On a roll of 11–20 place the Deviation template on the firing model's Level centered on the Hatchway indicator.
- Then work out Deviation as normal. Remember that a shot cannot Deviate.more than half the distance to the original target, so if you are playing with 3 inches between Levels, then the shot can not deviate more than 1.5 inches.

RANGED COMBAT BETWEEN ADJOINING LEVELS

- The Firing model must be inside the View Zone of the open Hatchway or Hatchway Indicator, and the target model must be inside the View Zone on the adjoining Level.
- The Firing model may only draw LOS to enemy models on the opposite side of the Hatchway or Hatchway Indictor on the adjoining Level.
- As a general rule assume the range between adjoining Levels to be 3 inches, unless players agree otherwise before the battle starts. In the case of very high rooms for example (see Diagram 37).

RANGED COMBAT BETWEEN ADJACENT AREAS

- Either the Firing model or the target must be within the View Zone of the Access Point.
- Both the Firing model and the target must be within the Visibility Arc of the Access Point.
- The Firing model must have LOS through the Access Point to the target.
- If Firing into an Area from the tabletop outside the building, or vice versa, remember to treat the tabletop as an Area in itself (see Diagram 38).

DIRECTLY PLACED TEMPLATE WEAPONS BETWEEN LEVELS

- Center the template on the center of the Hatchway or Hatchway Indicator on the target Level with the template pointing away from the Firing model.
- Only models on the opposite side of the Hatchway or Hatchway Indicator to the Firing model are hit by the template (see Diagram 40).

INDIRECT FIRE RANGED TEMPLATE WEAPONS

If a model misses its target when firing an Indirect Fire Ranged Template weapon UP through a Hatchway the shot might hit the ceiling and fall down onto the Firing model's level. First, roll a d20 to determine on which Level to place the Deviation template.

- On a roll of 1–10 place the Deviation template on the target Level centered on the Hatchway.
- On a roll of 11–20 place the Deviation template on the firing model's Level centered on the Hatchway indicator.
- Then work out Deviation as normal. Remember that a shot cannot Deviate more than half the distance to the original target, so if you are playing with 3 inches between Levels, then the shot can not deviate more than 1.5 inches.

DEVIATION BETWEEN ADJACENT AREAS

- Work out Deviation as normal and mark the new target point.
- If the new target point is within LOS of the Firing model simply center the template over the new target point and work out the hits as normal.
- If the new target point is not within LOS of the firing model then trace a line from the Firing model to the target point and center the template on the first obstruction that interrupts this line, then work out the hits as normal (see Diagram 41).

COVER IN BUILDINGS

- Windows of Size 1, such as machine gun or observation slits provide additional Cover. Models in base contact with them gain an additional Cover bonus of -3. Any models trying to target such models will therefore suffer a total RC penalty of -5.
- Windows of Size 2 or larger, provide models in base contact with Cover as stated in the main rules.
- Hatchways provide no Cover.
- For Portals and parapets etc. use the rules for Cover as stated in the main rules. Where this may not be appropriate (when using floor plans for instance), you must decide for yourselves how much Cover the target has. If there is any disagreement, simply roll the Peacemaker.

DEVIATION BETWEEN ADJACENT AREAS

Deviation between areas is the same for Direct and Indirect Fire Ranged Template weapons.

If the Firing model is in base contact with the Access Point between the two Areas then Deviation is worked out as normal. If the firing model is NOT in base contact with the Access Point use the following procedure to determine where the shot Deviates to.

- Work out Deviation as normal and mark the new target point.
- If the new target point is within LOS of the Firing model simply center the template over the new target point and work out the hits as normal.
- If the new target point is not within LOS of the firing model then trace a line from the Firing model to the target point and center the template on the first obstruction that interrupts this line, then work out the hits as normal (see Diagram 41).

EXPOSED LEVELS AND TERRAIN FEATURES

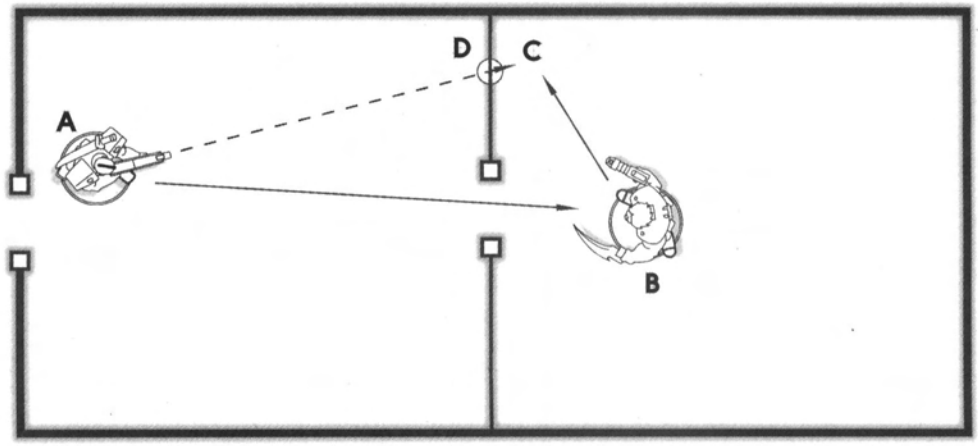
Models with missile weapons on Exposed Levels, or Terrain features of the same height, may target each other according to the normal rules for Ranged Combat.

COVER IN BUILDINGS

To determine how much Cover a model has when using buildings on the battlefield use the following rules as a guide.

- Windows of Size 1, such as machine gun or observation slits provide additional Cover. Models in base contact with them gain an additional Cover bonus of -3. Any models trying to target such models will therefore suffer a total RC penalty of -5.
- Windows of Size 2 or larger, provide models in base contact with Cover as stated in the main rules.
- Hatchways provide no Cover.
- For Portals and parapets etc. use the rules for Cover as stated in the main rules. Where this may not be appropriate (when using floor plans for instance), you must decide for yourselves how much Cover the target has. If there is any disagreement, simply roll the Peacemaker.

DIAGRAM 41



41. DEVIATION BETWEEN ADJACENT AREAS

1. Model A fires a missile at model B and misses.
2. After rolling for Deviation, the missile deviates to a new target point C.
3. The dotted line shows the LOS from model A to the new target point C.
4. The template should be centered at D, where LOS to the new target point is obstructed by the wall.

CLOSE COMBAT

Portals, Windows and Hatchways provide natural defensive 'hot-spots' for defenders wishing to deny access to intruding enemies and they can be the focal point of some very bloody and hard fought struggles.

Any differences from the main rules are detailed below.

CLOSE COMBAT BETWEEN ADJOINING LEVELS

Models Initiating Close Combat through a Hatchway with an enemy model on an adjoining Level must move into base contact with their target, subject to the rules as detailed in the section on 'Movement' in this chapter.

If the attacking model can be placed on the target Level then it must be placed in base contact with the target model and in base contact with the Hatchway or Hatchway Indicator on that Level. No charge bonuses are gained when models Charge between adjoining Levels.

If a charging model can not be placed on the target Level because enemy models occupy all the space use the following procedure.

- The player wishing to attack indicates his target but both models remain in their starting positions.
- Resolve the combat between the models as usual.
- If the target model is killed, place the attacking model in the space previously occupied by the target model.
- If the attacking model is killed, remove the model.
- If neither model is killed, leave both the attacking model and its target in their starting positions.

CLOSE COMBAT BETWEEN ADJACENT AREAS

Close Combat through Portals is treated as normal, subject to the rules detailed in the 'Movement' section in this chapter.

Models cannot charge through a Window, if models fight through Windows follow the normal rules for fighting over Terrain Obstructions.

ATTACKING BLOCKED ACCESS POINTS

Blocked Access Points (doors, shutters and trapdoors etc.) can be attacked in exactly the same manner as an enemy model. The following rules also apply.

- If multiple attackers want to make Close Combat attacks on the same Blocked Access Point, then the Size of the Access Point indicates the maximum total Size of models that may be in base contact with one side of the Access Point at any one time. For example, two Size 2 models or one Size 4 model could are allowed in base contact with a Size 4 Blocked Portal.
- At least one model regardless of Size is allowed in base contact with one side of a Blocked Access Point and make a Close Combat attack. For example, a Size 3 model may attack a Size 2 Portal.
- Close Combat attacks automatically hit; simply make an Armor roll to determine whether the Blocked Access Point takes a 'Wound'. See the table in the following 'Destroying Blocks' section.
- When attacking Blocks with Missile Weapons the Firing model must roll to hit as normal using their RC stat.

DESTROYING BLOCKS

Blocked Access Points have 2 Wounds for every point of Size. For example, the Block for a Size 2 Access Point would have 4 Wounds, and the Block for a Size 3 Access Point would have 6 Wounds.

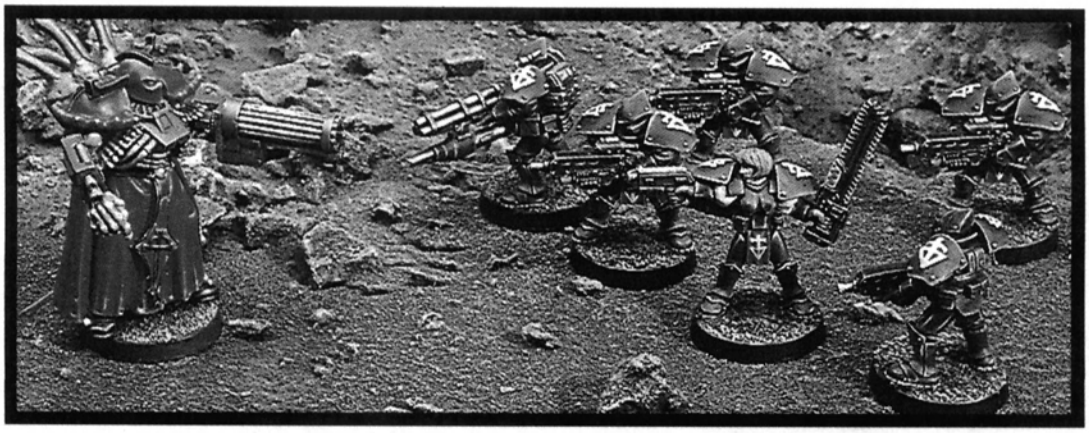
In addition, some Blocks are more heavily reinforced than others, which is reflected in their Armor stat. The different types are as follows:

Light: Armor 7, standard construction, designed for normal access.

Normal: Armor 10, sturdy construction designed to allow low security access.

Reinforced: Armor 13, solid construction designed to allow high security access.

Heavy: Armor 15, armor plated, heavy construction, designed to keep the enemy out.



CLOSE COMBAT BETWEEN ADJOINING LEVELS

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- The player wishing to attack indicates his target but both models remain in their starting positions.
- Resolve the combat between the models as usual.
- If the target model is killed, place the attacking model in the space previously occupied by the target model.
- If the attacking model is killed, remove the model.
- If neither model is killed, leave both the attacking model and its target in their starting positions.

ATTACKING BLOCKED ACCESS POINTS

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- Close Combat attacks automatically hit; simply make an Armor roll to determine whether the Blocked Access Point takes a 'Wound'. See the table in the following 'Destroying Blocks' section.
- When attacking Blocks with Missile Weapons the Firing model must roll to hit as normal using their RC stat.

DESTROYING BLOCKS

Light:	Armor 7, standard construction, designed for normal access.
Normal:	*Armor 10, sturdy construction designed to* allow low security access.
Reinforced:	Armor 13, solid construction designed to allow high security access.
Heavy:	Armor 15, armor plated, heavy construction, designed to keep the enemy out.

SPECIAL ABILITIES

Camouflage
Models attempting to Fire at a Camouflaged model that is in Cover suffer an RC penalty of -1 in addition to the normal penalties for Cover. Enemy models attempting to shift their target priority to a Camouflaged model in Cover also suffer a penalty of -2 to their Leadership Test.

Cause Fear
A model with this Special Ability is so terrifying that it can instill Fear in enemy models that come close to it. The range of the effect is 1 inch for each point of Size of the model Causing Fear. For example, a Size 4 model would Cause Fear to models within 4 inches.

Any enemy models that begin their Turn within the area of effect and LOS of a Fear Causing model must make a Leadership Test. If they succeed they may continue as normal. If they fail they lose 1 Action for the Turn and may not Move closer to the Fear Causing model. Place a Fear Counter beside the affected model. If the model is no longer in the area of affect when it is next Activated then it is no longer afraid and the counter is removed.

Climb
Models with this Special Ability are excellent climbers. When making a climbing roll such models only fall on a roll of 20.

Enhanced Charge
Models with this Special Ability have an extended Charge Range. When such models Charge they may move up to twice their normal Movement. They also receive a bonus of +1 to hit and +1 to Damage when Charging or Countercharging in addition to the normal bonus for Charging.

Extra CC Attack
Models with this Special Ability get one or more extra Actions. However, these extra Actions can only be used to make Close Combat attacks. Apart from that they are used in exactly the same way as a normal Action. The number of extra attacks is stated in the model's profile.

Extra RC Attack
Models with this Special Ability get one or more extra Actions. However, these extra Actions can only be used to make Ranged Combat attacks. Apart from that they are used in exactly the same way as a normal Action. The number of extra attacks is stated in the model's profile.

Feast
When a model with this Special Ability kills a living enemy model in CC it regains lost wounds by drawing the life force from its victim into itself. The Feasting model regains 1 Wound for each Wound the victim had. However, the Feasting model can never regain more Wounds than it originally started with.

Ferocious Charge
Models with this Special Ability Charge receive a bonus of +1 to hit and +1 to Damage when Charging or Countercharging in addition to the normal bonus for Charging.

First Strike
Models with this Special Ability always get to attack first entering Close Combat. If the target is killed with this First Strike then it does not get to strike back. However, if the target is not killed with this First Strike it may then strike back and Close Combat then continues as normal.

Form Fire Group
When two or more models of the same troop type have this Special Ability they may leave the Squads they were bought for and form an independent Squad of their own. During Deployment players may place these models on the table just as they would any other normal Squad. The player needs to indicate which of the models will be the Leader of the Squad (see 'Squad Leaders and Command Distance' in the main rules). This Squad then operates just the same as any other in the player's army.

Give Orders
Once per Turn a model with this Special Ability may spend 1 Action to Give Orders to a friendly Squad Leader or Individual within 6 inches and LOS. The Unit receiving the orders is then Activated at the end of the current model's Turn. A Unit that was given orders may not then Give Orders to another Unit during the same Game Turn. Some models may have only be able to Give Orders to particular Units and this will be stated in their Special Abilities.

Group Attack
Models with this Special Ability gain a bonus of +1 to hit and +1 to Damage for each additional friendly model, with this Special Ability, in base contact with the target. This bonus is in addition to the normal bonus for 'Multiple Attackers' as explained in the main rules. The bonus to hit, for Multiple Attackers with this Special Ability, can go to a maximum of +6, as opposed to the normal maximum of +3. The maximum bonus to Damage is +3.

High Morale
Models with this Special Ability gain a bonus to their LD stat when making Morale Tests. The bonus can vary and is shown by a number, for example, High Morale +2.

Immune To Fear
Models with this Special Ability are not affected by Fear and therefore need never make a Leadership Test to resist the effects of Fear.

Immune to Panic
Models with this Special Ability never Panic and therefore need never make a Morale Test to resist the effects of Panic.

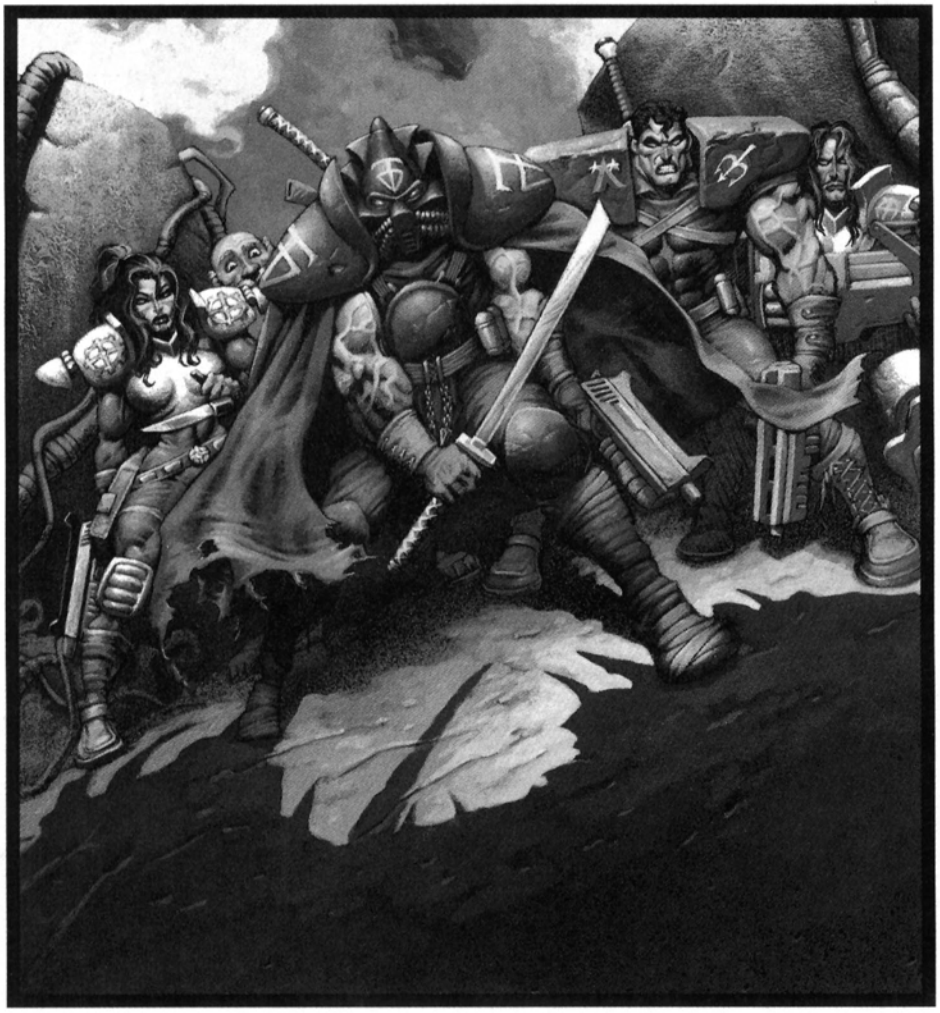
Infiltrate
Models with this Special Ability are only deployed when all other models have been deployed. If more than one player has models with Infiltrate then they follow the normal order of play after all other models have been deployed. Models with Infiltrate may be deployed anywhere on the tabletop except in the enemy Deployment Zone and not within 12 inches of enemy models. The models must be deployed Prone, in Cover or out of LOS of enemy models.

Inspiring Leadership
Models with this Special Ability can hold together friendly Individuals and Squads whose Leader is within 6 inches and in LOS. Individuals or Squad Leaders that are within range may re-roll a failed Morale Test once. However, they must abide by the result of the second roll.

Jungle Fighter
Models with this Special Ability are completely at home in jungle environments. They suffer no Movement penalties when operating in jungle terrain.

Killing Stroke
Models with this Special Ability gain an additional (x1) Wound Modifier when using melee weapons. Thus a normal Sword of Dam ST+0, would become Dam ST+0(x2).

Medic
A model with this Special Ability can heal wounded or dying models. The model may spend 1 Action to attempt to restore 1 Wound to a friendly model in base contact. If you have a model with this Special Ability in your army then do not remove friendly models that are 'killed' during the current Game Turn. Instead, lay them on their side to show that they are not dead but dying. If a Medic manages to reach the model in the current Game Turn it may attempt to restore a Wound by making a successful Leadership Test. If successful the dying model regains 1 Wound and may rejoin the game. A model revived in this way is said to have had its Turn whether it did so or not, so stand the model up and place an Activation Counter beside it. At the end of the current Game Turn remove all other 'dead' models from the table.



Parachute Deployment

Units with this Special Ability are not deployed during the normal the Deployment phase. The Unit may be deployed at any time during the player's subsequent Turns. The Unit can then be deployed within 6 inches of any table edge. However, models must be deployed at least 12 inches from enemy models. Once the Unit has been deployed it counts as having been Activated for that Turn.

Rally Others

A model with this Special Ability may spend 1 Action in an attempt to Rally panicked Individuals or Squads whose Leader is within 6 inches and LOS of them. The panicked Individual or Squad Leader may then make one Morale Test using the LD stat of the Rallying model.

Regenerate

By spending Actions a model with this Special Ability can attempt to recover lost Wounds. The effectiveness of the model's Regeneration will be stated in the model's Profile - 'Regeneration 10', for example. In order to successfully Regenerate a Wound the model needs to roll equal to or under this number on a d20. The model may make 1 roll for each Action it spends attempting to Regenerate.

Revolting

Models with this Special Ability have such a nauseating presence that all models in Close Combat with them suffer a CC penalty of -1. Models with this Ability are not affected by other models with this Ability.

Sniper

When a model with this Special Ability spends an Action to Aim they do not only get the Aim bonus but may also choose their target as follows:

- By expending 1 Action to Aim the Sniper may ignore normal target priorities and target the nearest enemy model in a Unit of his choice so long as the target is in range and LOS.
- By expending 2 Actions to Aim the Sniper may ignore normal target priorities and target any model it chooses so long as the target is in range and LOS.

Supernatural Powers

Models with this Special Ability are able to use Supernatural Powers. The number and Type of Supernatural Powers they are allowed will be detailed in the model's profile. You do not need to buy Supernatural Powers for such models but without them their effect on the battlefield is likely to be limited.

Stalk

Models with this Special Ability are extremely good at moving around unseen. Deploy the model as normal and place a Stalking Counter beside it. The model's position on the tabletop is only an indication of its real position. When a model is Stalking the following rules apply:

- The Stalking model is Activated as normal and may Wait as normal.
- The Stalking model can not be targeted by enemy models and is not affected by weapons or Supernatural Powers even if a template covers the model, nor can it be rammed by Vehicles.

- The Stalking model's progress is not blocked by enemy models and neither does its presence block enemy models trying to Move past it. Even in a narrow corridor filled with enemy models the Stalker may pass from one end to the other. It is considered to be using means that the enemy is completely unaware of. However, when placing models near the Stalker or when placing the Stalker itself there must be sufficient space to place the models without them being in base contact.
- When a Stalking model Charges it may not be Countercharged or interrupted by Waiting enemy models. It also receives a bonus of +1 to hit and +1 Damage in addition to any other bonuses it may have.

When a Stalking model attacks it is then revealed and may be targeted and affected like any other normal model for the rest of the game.

Tactical Sense

When a model has this Special Ability it may attempt to ignore its normal target priority for Ranged Combat. Once per Turn the model may make a Leadership Test and if successful it may ignore its target priority for the rest of that Turn and Fire at a target of the player's choosing. However, if an enemy model is within 6 inches the Leadership Test suffers a -4 modifier.

If a Squad leader has this ability any members of the Squad that are within Command Distance and LOS may also attempt to ignore their target priorities in the same way using the Squad Leader's LD stat.

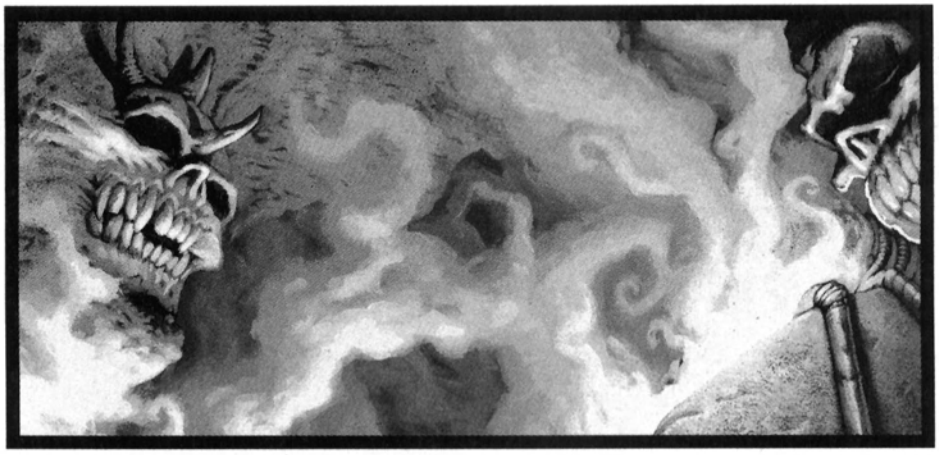
Technomancy

A model with this Special Ability can heal damaged or dying Dark Legion vehicles and Necrotech Constructs. The Technomancer may spend 1 Action to attempt to restore 1 Wound to any such friendly model that is in base contact. If you have a Technomancer in your army then do not remove friendly Vehicles or Necrotech Constructs that are 'killed' during the current Game Turn. Instead, lay them on their side to show that they are not dead but dying. If a Technomancer manages to reach the model in the current Game Turn it may attempt to restore a Wound by making a successful Leadership Test. If successful the dying model regains 1 Wound and may rejoin the game. A model revived in this way is said to have had its Turn whether it did so or not, so stand the model up and place an Activation Counter beside it. At the end of the current Game Turn remove all other 'dead' models from the table.

Unseen Assailant

Models with this Special Ability have an almost supernatural ability to move over the battlefield without revealing their presence until the instant of their choosing. Nothing bars their way and they can gain entry to places that appeared completely secure.

Such models are not deployed during the normal Deployment phase. A player with an Unseen Assailant may Activate the model and place it anywhere on the tabletop at any time during their Turn so long as there is enough space to physically plae the model without its base overlapping those of other models. The model can be



placed within the enemy Deployment Zone and even inside locked and Covered Areas of a building. The model may charge from its unseen state and when doing so it receives a bonus of +1 to hit and +1 Damage in addition to any other bonuses it may have. A model Charging like this can not be Countercharged or interrupted by models on Wait.

Once the model has been placed on the table it then behaves as any other model and can be targeted just like any other model for the rest of the game.

Weapon Immunity

When a model has this Special Ability there is a chance that anti-personnel weapons will simply bounce off it without causing any harm. The level of Immunity can vary and is indicated by a value, for example 'Weapon Immunity 10'.

When a model with Weapon Immunity is hit by an anti-personnel weapon the player rolls a d20. If the result is equal to or less than the model's Weapon Immunity value then the model takes no Damage and does not need to make an Armor Roll.

Zombie

Models with this Special Ability are Immune to Panic and Immune to Fear. They may not go Prone and may not Dive for Cover. Models with this ability that start their Turn outside Command Distance must make a Leadership Test. If successful they operate as normal with the usual penalties for being out of Command Distance. If unsuccessful the model may do nothing unless it is attacked in Close Combat, in which case it fights with a CC of 1.

ACTIVITY APPENDIX

HERE IS A LIST OF ACTIVITIES THAT MODELS CAN PERFORM BY SPENDING AN ACTION OR ACTIONS. AS YOU DESIGN YOUR OWN CAMPAIGNS YOU MAY COME UP WITH ADDITIONAL ACTIVITIES SUCH AS PULLING A LEVER, PICKING UP AN ITEM OR PUSHING THE BIG RED BUTTON. THIS IS FINE SO LONG AS PLAYERS AGREE HOW MANY ACTIONS IT TAKES TO PERFORM A GIVEN ACTIVITY.

ACTIVITIES

AIM	CLOSE	FIRE	RAM
ASCEND	CONCENTRATE	GO PRONE	STAND UP
ATTACK	COUNTERCHARGE	JUMP	STOP
CHARGE	DESCEND	MOVE	USE SUPERNATURAL POWER
CLIMB	DIVE FOR COVER	OPEN	WAIT

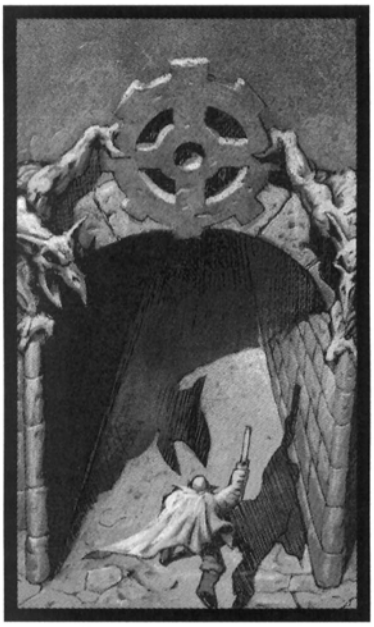
WAITING MODELS

THESE ARE THE ONLY ACTIVITIES THAT CAN BE PERFORMED BY WAITING MODELS:

CHARGE	FIRE
COUNTERCHARGE	GO PRONE
DIVE FOR COVER	STAND UP

THESE ACTIVITIES CAN NOT BE INTERRUPTED BY WAITING MODELS:

ATTACK	FIRE
DIVE FOR COVER	USE SUPERNATURAL POWER



Squad _____ Squad Members _____ Cost _____

Model	Weapons	CC	RC	PW	LD	AC	W	ST	MV	A	S

Weapon	CC		P.B.		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Model _____ **Special Abilities / Special Rules / Notes** _____

Squad _____ Squad Members _____ Cost _____

Model	Weapons	CC	RC	PW	LD	AC	W	ST	MV	A	S

Weapon	CC		P.B.		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Model _____ **Special Abilities / Special Rules / Notes** _____

Vehicle

Cost

Vehicle Weapons MP W MW A S

Crew-member Weapons CC RC PW LD AC W ST MV A S

Weapon	CC		P.B.		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Model Special Abilities / Special Rules / Notes

Vehicle

Cost

Vehicle Weapons MP W MW A S

Crew-member Weapons CC RC PW LD AC W ST MV A S

Weapon	CC		P.B.		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Model Special Abilities / Special Rules / Notes

Individual

Cost

Name	Weapons	CC	RC	PW	LD	AC	W	ST	MV	A	S

Weapon	CC		P.B.		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Abilities / Special Rules / Notes

Individual

Cost

Name	Weapons	CC	RC	PW	LD	AC	W	ST	MV	A	S

Weapon	CC		P.B.		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Abilities / Special Rules / Notes

Individual

Cost

Name	Weapons	CC	RC	PW	LD	AC	W	ST	MV	A	S

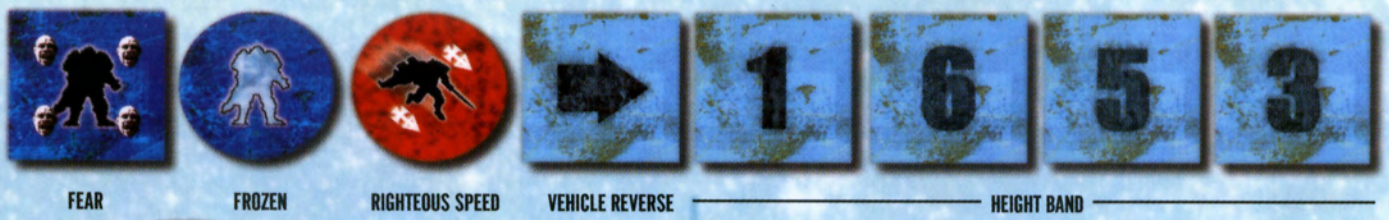
Weapon	CC		P.B.		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Abilities / Special Rules / Notes

WARCRY | ACTIVATION | BETRAYAL | BLINDING LIGHT | BLOODLUST | BONDS OF JUSTICE | CLOAK OF DECEIT | DARK ENHANCEMENT

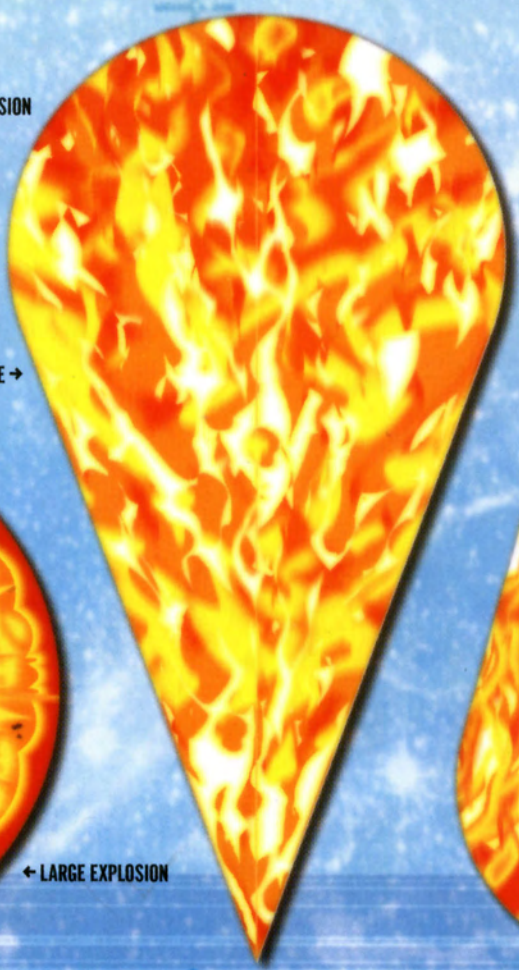
PRONE | PANIC | NAUSEOUS AGUE | INSANITY | INFECT | ILLUSIONARY FRIENDSHIP | HOLY FURY | GUIDING HAND OF CARDINAL

SHIELD OF FAITH | STALK | STEADFAST FAITH | ULTIMATE SACRIFICE | VEIL OF DARKNESS | WAIT | WARP SHIELD | WOUND



FEAR | FROZEN | RIGHTEOUS SPEED | VEHICLE REVERSE | HEIGHT BAND

← SMALL EXPLOSION



HEAVY FLAMER TEMPLATE →

← FLAMER TEMPLATE

← LARGE EXPLOSION

Warzone 2nd Edition

The Rules of War

The solar system is being torn apart by the fury of the Second Corporate Wars. From the sun-baked planet of Mercury to the ice-fields of Ganymede the five megacorporations do battle. And even as the armies of humankind struggle for supremacy, the Dark Legion has returned.

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