TOMORROW'S WAR

Science Fiction Wargaming Rules



AMBUSH ALLEY GAMES

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INTRODUCTION

I was very honored when Shawn asked me to write an introduction for *Tomorrow's War* – the first time I came across Ambush Alley I was immediately struck by the quality of writing and clean design of the rules, and most of all the fact that they "felt right" as a simulation of modern small-unit combat.

Shawn and Rob's approach to rules design is very similar to my own – that as long as there are human troops on the battlefield, then their abilities, training and motivation are at least as important as the technology they are equipped with – and in many cases much more so. You can have the most amazing and expensive high tech weapon systems available, but put them in the hands of a bunch of terrified conscripts who won't even point them at the enemy and you might as well not bother – a squad of experienced, trained and determined fighters, on the other hand, can still be superbly effective even if carrying fifty-year-old obsolete hardware...

Of course, that's not to say that technology doesn't feature strongly in the game – Tomorrow's War is after all a Sci-Fi game system, albeit (as the title suggests) one that is based more around "near-future" combat than with gothic weirdness 38 centuries from now. Some of the tech in the game is a progression from what we have on the cutting-edge battlefield now, such as the innovative and well-considered rules on electronic warfare and information technology embodied in "The Grid", while other parts belong firmly to the genre of written and filmed Military Science Fiction which, "scientifically accurate" or not, is what most of us want to play. Besides, many of the manufacturers featured in this book produce some really spiffy grav tanks, walkers, aliens and so on, and it would be such a shame not to use them!



2nd MEB patrol on Mars, 2014
(photo: Jim Roots, miniatures: Rebel & Old Crow)

In this set, as with *Ambush Alley* and *Force on Force*, Shawn and Rob have emphasized the fluid nature of events that is such a big part of modern combat, and will only become more so in the coming decades. The initiative and reaction systems simulate this so much better than a strict "Igo-Ugo" sequence ever can, and they also allow the game to work for asymmetric forces and tech levels – a surprisingly difficult thing to do, but one that the original Ambush Alley set managed so well.

If you want a game where you can "buy" success with your army list, where every weapon you have works as it should all the time, every metal or plastic figure follows his orders exactly, and where the flow of the game is chess-like in its predictability, then there are quite a lot of others out there for you. But if you want a game that makes you feel like you are leading a squad of real soldiers in full NBC gear through the rubble of Beijing, or you're up to your ass in mud and bugs in the jungles of Exlax V and you know that a Separatist Militia sniper team is out there somewhere, then you're already holding it in your hand!

Jon Tuffley, August 2010.

ABOUT TOMORROW'S WAR

Tomorrow's War is a science fiction military miniature wargame with emphasis on "hard" science fiction rather than "Space Opera" or "Science Fantasy." This rule book contains background material for gaming in our campaign setting, the colony world Glory, but the rules themselves are not background dependent. You can use them to game gritty science fiction engagements against whatever narrative backdrop you choose.

A NOTE ON SCALE AND TABLE SIZES

Tomorrow's War can be played with figures of any scale.

Ground scale and time scale are undefined. As with many things in the game, we opted for weapon and movement ranges that "felt" and looked right on the table rather than resorting to actual scale conversions.

Since movement and fire are fairly abstract, we decided to avoid delving into the whole issue of time scale, as well. It seemed to have little to offer the game save unnecessary confusion.

Tomorrow's War scenarios are generally played on 4'x4' tables, but may be played on much smaller or larger tables. A 2'x2' table will produce a game of sudden action and test the players' ability to make decisions under fire, while a 4'x8' table might lead to a lot of careful maneuver culminating in a sharp action.

Scenarios will indicate the size of table upon which they're intended to be played.



USMC, c.2280 (15mm miniatures: GZG)

A NOTE ON THE MINIATURES

Tomorrow's War is scale independent. Feel free to use whatever scale figures you wish. Most players of our games find that the distances and ranges presented in the rules work well for 15mm to 28mm figures, but feel free to scale them up or down as you please. Just keep in mind the advice in the Ranges/Measurements design note.

Figures in *Tomorrow's War* are independently based. We find that US pennies and Australian 5p coins make perfect bases for 15mm figures. If you wish to use some other basing material, feel free – bases should be roughly ½ to ¾", either square or in diameter.

If you wish to mount multiple figures on a stand, that's fine too. You'll just need some means to track casualties, such as chits, casualty caps, etc.

Within these pages you'll see photos of miniatures and terrain from some of our favorite companies, namely:

[DESIGNER'S NOTE]

TABLE SIZES AND RANGES/MEASUREMENTS

While ***Tomorrow's War*** scenarios indicate a suggested table size, players are encouraged to use whatever table size seems to work best for the miniatures they're using and the space they have available for play.

We find that the suggested measurements work great for games using 15mm or 20mm figures. If you are using larger or smaller figures, you may wish to increase or reduce the table size. Some players increase or decrease the table size because they like the "feel" of the modified table size better or simply because it will fit in the space they have available. Remember, though, that whatever size table the game is played on, ranges and measurements must remain proportional or scenarios with a turn limit will be compromised. If you decide to double the size of the table, you must also double movement and fire ranges – if you halve the size of the table, you must halve movement and fire ranges. As long as you follow this simple guideline, you can play ***Tomorrow's War*** on any size table with any size figures you choose!



NSF troops, c.2275 (28mm miniatures: Pig Iron)

Ground Zero Games
groundzerogames.net
Khurasan Miniatures
khurasanminiatures.tripod.com
Micropanzer Wargame Studio
micropanzer.com
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quickreactionforce.co.uk
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rebelminis.com
S&S Models
sandsmodels.com
Zombiesmith
zombiesmith.com
Old Crow Models
oldcrowmodels.co.uk

We've found miniatures and service from all these companies to be outstanding and encourage you to consider their products for use in your *Tomorrow's War* games.

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To learn more, visit our website at www.ambushalleygames.com today!

DESIGNER'S NOTES

Here we are, back where we started.

When we started work on the rules that would grow into *Ambush Alley* and *Force on Force*, it was our intent to use them for a gritty, near-future science fiction campaign. Now we've come back to where we began – and we've brought the game mechanics of *Ambush Alley* and *Force on Force* with us to provide *you* a gritty, hard science fiction game: *Tomorrow's War*.

We've made some design decisions with this game that some might find surprising. In a market flooded with science fantasy and space opera, we've opted to focus on a hard science fiction approach with *Tomorrow's War*. We don't foresee the game being played against a backdrop of far-flung galactic empires or apocalyptic wars pitting humanity against legions of blood-thirsty aliens. Instead, we imagine *Tomorrow's War* being used to game conflicts between colonies or colonial powers on worlds that have only been settled for a few generations – rather than designing for an intergalactic Armageddon, we have set our sights on brushfire wars on a few valuable colonies.

While we may visit the more fantastic and far-future aspects of science fiction gaming in future supplements, these core rules will be devoted to an examination of the evolution of warfare, focusing primarily on what we hope is a logical extension of current and predicted technologies. Arthur C. Clarke famously observed that a sufficiently

> *We have to diminish the idea that technology is going to change warfare... War is primarily a human endeavor.*
>
> General James N. Mattis (USMC), Commander, U.S. Joint Forces Command; and NATO Supreme Allied Commander – Early 21st Century



Fighting in the Foix Gap, Glory, c.2291 (miniatures: GZG & Peter Pig)

advanced technology would be indistinguishable from magic, and we've included some of *that* magic in these rules. We'll reserve actual techno-mages, psychic warlocks, giant robots, and ravening hordes of aliens for some future release, though.

Our intent is that the victor in a *Tomorrow's War* game isn't going to be determined by which player has the most rule-twisting alien weaponry or the most genetically engineered super-soldiers. We believe that in the future, sound tactics and good leadership will prevail just as they do today.

That isn't to say that *Tomorrow's War* is just a modern or WWII wargame dressed up in a space-suit. The battles you'll see unfold on your table will have some things in common with those fought today and even sixty plus years ago (tactical skill and the human factors of morale and confidence will always make themselves felt as long as men are present on the battlefield), but you will also see significant differences. We've gone to great lengths to model the presence and impact of realistic advances in technology with these rules. You'll see robotics used to support (and sometimes replace) human troops on the field and the impact of a truly networked command structure. These and other "futuristic" developments will make your games of *Tomorrow's War* unique in flavor, both from other science fiction games and from historical gaming in general.

If you're interested in contributing to the future development of *Tomorrow's War, Force on Force,* or other Ambush Alley Games titles through suggestions, constructive criticism, or the occasional sarcastic post, please visit the Ambush Alley Games Forum. The forum can be found at ambushalleygames.com/forum

You can also contact the authors directly by e-mail at info@ambushalleygames.com

Enjoy!

Shawn & Robby Carpenter
Ambush Alley Games

A NOTE OF THANKS!

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Jason Weiser for his play-testing and contributions to background material.

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Piers Brand for his painting, photography, design and background contributions, and service as a whipping boy.

Mark Hannam for support and constructive criticism.

Jim Roots for background material and his enthusiastic support.

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The Osprey Gang (Joe, Rich, & Phil) for enthusiastically backing this project.

Thanks *as always* to our great group of play-testers (listed on the credits page, just like us authors)!

And of course:

Thanks to Ambush Alley Games Players Everywhere – For their encouragement, enthusiasm, and support!



USMC HQ Squad (miniatures: GZG)

TOMORROW'S WAR: INTERSTELLAR COMBAT IN THE 24TH CENTURY

What follows is material from our in-house campaign setting. We offer it as an example for those wishing to design backgrounds and histories for their own future wars and for the use of those who would rather play a game than create background material for it.

This is not an "Official Background" for *Tomorrow's War*. There is no such beast. This material simply describes the backdrop against which the AAG staff set their games. It is no more correct a setting than anything that you and your friends might design.

Use what you want and discard what you don't – even if that means using none of it at all!



Tanks in the Deathground (vehicles by Pig Iron)

THE INTERSTELLAR AGE

The Interstellar Age is dated back to the discovery of gate projection technology in 2065. Humanity, or at least humanity's wealthiest (or most exploitive) nations, suddenly had access to the stars. The USA launched its first survey vessel, the USSN *Hawkins*, less than three years after the break-through. Within ten years the UK, EU, Russia, China, and Japan had their own national survey fleets and several corporations launched private survey efforts. Within 15 years over a dozen exploitable planets (planets with resources worth stripping but unable to support human life) were discovered. While these industrial colonies boosted the economies of the nations that discovered them (and ruined several local economies on Earth), they did not capture the imagination of Earth's masses.

The discovery of Grissom changed all that. Videos of vast expanses of virgin woodland, fertile plains, and unexplored, white-capped mountains electrified the people of Earth. Americans puffed up with pride in the ownership of their new colony, "The Jewel of the Stars," and scoffed at suggestions that the planet was the property of mankind as a whole. A three year global war seized Earth as nations such as China and Brazil resorted to arms in their efforts to force the US to open Grissom to generalized colonization. Most of the world's western powers aligned themselves behind the US, intent on setting a precedent in a gamble that their own surveying efforts might supply them with a similar "garden world."

The discovery of Zhuang by the PRC in 2101 led to a reversal in China's views on "interplanetary imperialism" and left Brazil the only major power involved in the so-called "Grissom War." Fighting ground on until 2103 when the International Accord on Exploratory Rights was ratified by the UN. The Accord granted rights to a planet to its discoverer, be they a nation state or corporate entity. Earth's poorer nations were horrified by the accord and the schism between First and Third World nations deepened. Many legal scholars deplored the Accord's failure to address the issue of indigenous intelligent life on discovered planets and urged that such planets be excluded from colonization. Their remonstrations fell on deaf ears.

The fears of the Aliens Rights movement seemed unfounded. By the dawn of the 24th century, Man had laid claim to hundreds of colony worlds but found no credible evidence of alien intelligence in the stars. Most of the

colony worlds were uninhabitable without external support, others could support human life with difficulty, and a very few were "garden worlds" as similar to Earth as to be virtually indistinguishable.

Wherever Man found a foothold, however, from the bleakest ball of ice to the most verdant Arcadia, his contentious spirit followed him.

The Interstellar Age was not destined to be an epoch of peace among the stars. The long awaited "World of Tomorrow" had finally arrived, and brought with it the seeds to all of tomorrow's wars.

Planetary Ratings

All colony worlds fall into one of three rough categories:

Exploitable Worlds possess useful mineral resources but have no capability to support human life. Such planets lack a breathable atmosphere and often feature temperatures and surface conditions too extreme or violent to allow surface activity. Colonies on these worlds are often either underground or housed in sturdy surface complexes. It is not unusual to find industrial production facilities orbiting these worlds to take advantage of the proximity of resources and zero-g manufacturing.

The majority of colonies fall into this category.

Marginal Worlds can support human life, but some difficulty is inherent. Some Marginal Worlds, like Albion, can only support human life in limited geographical areas, such as along the equator or at the poles. Others may be very cold or very hot. Extreme weather conditions, biological challenges, and too much or not enough water can also qualify a world as "Marginal." This status doesn't necessarily indicate the world will be under-populated or utterly unpleasant. Zhuang is categorized as a Marginal World but it has the second highest population of any colony, eclipsed only by Grissom, a true Garden World. Though otherwise largely arid, the regions around the world of Herbert's enormous land-locked sea are compared to Earth's Riviera and Caribbean and are an enormously popular tourist destination. The planet Glory, with its heat, humidity and violent storm season was nearly classified as marginal.



Member of a private survey security team, unknown world, c.2150 (miniature: Rebel)



NSF Rebels during the fighting on Moscva, c.2274 (miniatures: Copplestone)

The majority of colony worlds not classified as Exploitable are Marginal Worlds.

Garden Worlds are worlds on which Man can settle with little or no adjustment. Grissom is the most famous Garden World, followed by Eureka, St. Brenan, and Glory. Garden worlds are extremely rare and the discovery of one is almost always cause for international tension.

The Bloom Effect

Many Earth-bound humans tend to think of colony worlds as sparsely inhabited places – vast planetscapes dotted with tiny settlements consisting of a single street and a handful of shacks constructed of shipping crates and local materials. This image is fostered by the presentation of colonial worlds in popular entertainment, which finds the image as satisfying to comfortable viewers on Earth as

the "Wild West" was to similar viewers several centuries ago. This presentation of colonial life isn't altogether incorrect, either. There are still worlds, mostly new colonies, which would look right at home in a John Huston film from the 20th century. Most colony worlds, however, are fairly populated and support a reasonable number of well-developed cities and towns. Some planets, such as Grissom, have populations that have already eclipsed those of their founding nations back on Earth.

That such population growth should occur is hardly surprising. For a historical analog, one need only look at Earth's own North America. From an initial colony of a few hundreds, North America's population surpassed that of the nations that colonized her within a century or two thanks to the Bloom Effect.

An historian of the 22nd century observed that a single human colony would "bloom to fill the planetary disk in the same way that a virus fills a petri dish." As time marched on, this "Bloom Effect" became more obvious and less remarkable. Mankind hates a vacuum just as much as Nature does. When Man sees vistas of unsettled territory he seems to be genetically compelled to fill that territory with his off-spring. Provide colonists with advanced medical capabilities, solid nutrition, and modern hygiene and this reproductive goal is easily reachable.



DPRG Guards on patrol, Foix Gap, Glory, c.2289 (miniatures: GZG)

[TL1 or 2 IFV]



A TIMELINE OF THE INTERSTELLAR AGE

The following timeline is in no way exhaustive. It is meant to identify high points of history and does not mention a myriad of events and conflicts. A comprehensive timeline for the three centuries covered would require a work far larger than this one.

2062 (River Plate War): The River Plate War began between Argentina and Brazil over Uruguay's access to the River Plate.

2065 (Gate Projection Discovery): Accidental discovery of gate projecting technology and the beginning of the Interstellar Age. End of the River Plate War.

2099 (Discovery of Grissom): US survey ship *Damocles* discovered first Earth-like "garden planet:" Grissom. US colonization efforts began the following year. The US claimed sole rights to the planet, resulting in the Grissom Crisis which nearly plunged Earth into its fifth world war. An agreement by the US to support other so-called "Western Powers" in asserting the same rights over any planet discovered by their own survey efforts restored some equanimity with those nations but further polarized mistrust along the old East/West lines and exacerbated poor relations between the US and Brazil.



A typical surveyor's camp, this one on St. Brenan (photo: Dana Boggs-Drake, miniatures: Khurasan & GZG)

2101 (Discovery of Zhuang): PRC survey ship *35-11* discovered second Earth-like world: Zhuang. Like the US before it, the PRC claimed unilateral rights to Zhuang. The planet has a slightly higher than Earth gravity and its fertile zones swarm with small but vicious insect life. It was soon discovered that viruses on Zhuang are able to make the leap to contagion in Earth organisms. The first several thousand colonists to Zhuang died within one year of arrival. Only a ruthless policy of forced colonization and an increased understanding of exobiology allowed Zhuang to eventually become a successful colony.

2103 (End of Grissom War)

2105: (Discovery of St. Brendan): The Catholic Church began funding efforts to support the operation of a small fleet of survey vessels and supplemented those vessels' efforts by leasing the services of several private surveying corporations. While the Church was fortunate in its discovery of several marginal worlds early on in its efforts, it was the discovery of a garden world, St. Brendan, which secured the place of the Church as a successful colonial power. Revenue generated by St. Brendan and profitable marginal and exploitable discoveries helped fund the Church's massive Promised Land colonial effort.

2110 (Martian Union War): The Ares Mining Corporation touched off a shooting war when they broke up unionizing by the United Mine Workers to organize an effort to secure better pay and working conditions. The miners initially took control of large swathes of the Martian colonies and independence was openly discussed. By 2112, AMC admitted it had lost control of the situation. The corporation and the governor of Thiyamata Colony (a paid-for stooge of AMC), declared a state of emergency and asked for federal assistance. The US government agreed and sent in a Marine Expeditionary Brigade (MEB), and a nasty three year insurgency ensued. After the end of hostilities, Congress held hearings to get to the bottom of the matter. The investigations lead nowhere. A presidential amnesty was declared in 2116 for all involved.

2115 (End of Martian Union War)



AMC mercenaries during the Martin Union War (photo & miniatures: Pig Iron)

2121 (*Corinth* Shoot-Down – UN Disbanded): In February of 2121, the luxury Interface Lifter *Corinth* was hit by a surface to high-atmosphere missile fired from the Somalia/Ethiopia border region. *Corinth*'s reentry track took her over Somalia en route to a touch-down in Madrid. The missile, designed by the PRC to knock down US and EU spy drones, destroyed the lifter on contact. Wreckage was scattered over a five-hundred mile debris trail and over a thousand passengers returning from the Tycho Wonderdome were slain. A coalition of Somali warlords took credit for the attack and claimed to have obtained six more of the Chinese missiles from unknown sources. The Somalis threatened to shoot down any interface lifter attempting to enter Earth's atmosphere unless they were paid five-hundred million dollars a month. When the crisis was brought before the UN General Committee, discussion on appropriate action quickly devolved into a debate over the justification of the Somali warlords' actions with several developing nations openly commending the attack. The US, to whom the *Corinth* was registered, vowed to neutralize the missile threat and break the power of the warlords involved. When a vote of censure against the US was called for, the American delegate withdrew. Three days later, the President of the US and leaders from the majority of other First World nations announced that they would no longer participate in or support the UN. These nations banded together to found an alternative to the UN: the Organization of Progressive States (OPS). By year's end, the UN was completely disbanded, with many of the disaffected nations joining the New Economic Union (NEU) proposed by Brazil.

2122 (The Corinth War): The struggling Central African Union (CAU), headquartered in Nairobi, was approached by the nascent OPU to help deal with the warlord problem in Somalia. The CAU was receptive as they were bidding on the EU Space Elevator contract along with Nigeria. Decisively settling the warlord problem would give them a leg up, it was felt. And thus, a twenty year struggle to pacify Somalia began. The war was characterized by OPS advisers backing up local armies that didn't have any significant advantage over their warlord rivals. Even with OPU technology and the resolve of the CAU to see it through, it took over 20 years to finally run the last of the Somali warlords to ground.

2127 (Discovery of Eureka & Albion): EU survey ship *Magellan* discovered Eureka, an Earth-like world with a fractionally higher gravity. The same system was found to have a second, smaller world that is marginally habitable (low gravity, extremely cold climate beyond the equatorial band, with a thin but breathable oxygen atmosphere). This planet was dubbed Albion.

2135 (The Spratley Island War): War broke out between the PRC and Vietnam over the Spratley Islands, which were rumored to be rich in oil and other minerals. The war, which lasted for four years, was mostly an aero-naval conflict, but it ended when the PRC launched a massive drive into northern Vietnam, reaching the suburbs of Haiphong before the Vietnamese accepted an EU/Korean brokered cease-fire.

2139 (End of Spratley Island War)

2142 (Capture of Gutaale Ali Khalid, last of the Somali Warlords, and end of the Corinth War)

2151 (Zhuang Rebellion): A rebellion occured on the PRC world of Zhuang against corrupt local officials that soon lead to all-out civil war on the colony. The PRC sent its 11th Stellar Intervention Division to bring the world back under control, and the first extra-solar CI operation began.

It took seven long bloody years, and 2,000 military and 8,000 colonists dead before the rebellion was finally crushed by the PRC. The rebellion was ultimately put down in 2158.

2158 (Discovery of Glory): The private survey ship *Bernard de Jussieu* discovered the lifeless hulk of PRC survey ship *49-19* adrift in a system used for refueling. The vessel had been holed and her crew unaccounted for. The *Jussieu* downloaded the ship's survey data and discovered that 49-19 had discovered yet another garden world in a neglected system near Grissom.

Titan Interplanetary, the corporation owning the *Jussieu*, claimed the planet, which they named Glory. Titan was well along the way in their plans to lease territory on Glory to various nations and corporations unable to afford their own exploration and colonization efforts when the PRC discovered the fate of *49-19* and the origin of Titan's lucrative discovery.

The PRC demanded the immediate surrender of Glory to their sole control and accused Titan Interplanetary and the crew of the *Bernard de Jussieu* of piracy. Titan took the matter before the OPS for arbitration, claiming that the *49-19*'s cargo was salvage which defaulted to those who recovered it – even if that cargo consisted of data alone. Despite strong language and saber rattling from the PRC, an OPS special committee found in favor of Titan Interplanetary. The PRC declared that it would not abide by the decision and would seize Glory by force if necessary. They issued a warning that the planet should be evacuated and that anyone still on Glory when the PRC "liberation fleet" arrived would be treated as pirates.

2159 (The First Glory War): None of Earth's space-faring nations had attempted a military action on an extra-solar system world prior to the First Glory War. There had been small commando actions prosecuted in asteroid mining bases, some fighting on Mars and the PRC had conducted ruthless operations to squelch rebellions on Zhuang, but there had been no ground combat outside our solar-system up to this point.

The resulting "war" was a limited affair that lasted a little over a year, but it saw the first use of Armored Fighting Suits (AFS) in combat. When the PRC attacked a CAU vessel attempting to deliver relief supplies to the colonists on Glory, world opinion hardened against them. The arrival of US warships from Grissom to "observe and enforce interstellar law" left the PRC with the hard choice of abandoning Glory or precipitating an interstellar war. China relinquished its rights to Glory in an arbitration agreement before an OPS Arbitration Committee in 2161, officially ending the First Glory War.



NSF Rebels during the fighting at Novolgograd, c.2274 (miniatures: Pig Iron)

While the fighting on Glory was short in duration and involved little more than a company of combatants per side, it did prove that Earth based nations could effectively project force on other worlds. Development of "Cold Navies" and fighting forces specifically trained for combat operations on other worlds began in earnest after Titan Interplanetary's mercenaries secured a defensive victory against PRC national forces. The Age of Interstellar Warfare began when the first shot was fired in anger on Glory.

2245 (3rd Chechen War): Yet another Chechen uprising occurred, allegedly bolstered with covert military aid from Iran. It would cost the Russian Army 4 years and 18,000 dead to bring the Chechens back under control using methods that appalled the rest of the civilized world and served to isolate Russia somewhat diplomatically. Upon war's end in 2249, a recession swept Russia and lead to increased taxes both at home and in the extra-solar colonies.

2263 (2nd Iran–Iraq War): Iran defeated Iraq in a six-week blitzkrieg that lost Iraq the southern third of the country and seeded the formation of the UAE.

2273 (Rise of the New Soviet Federation): Labor unrest on the Russian-dominated colony world of Moscva developed into a full-fledged revolution when charismatic political scientist Vladimir Kruchek was executed for treason. Within a year the planet was under the control of the revolutionary Red Star Organization. Inspired by Kruchek's works, the new rulers of Moscva undertook transforming the planet into a workers' paradise based on Soviet-style communism from the 20th century. A world government, the New Soviet Federation (NSF), was declared. Over the next decade, the NSF would contribute arms and military training to disaffected colonists on three worlds, helping them win their "independence" and welcoming them into the NSF. By the end of the 23rd century, the NSF and its affiliated states were considered "rogue states."

2288 (The Second Glory War & the First Interstellar War): The Republic of Arden's (RA) steady expansion inevitably brought it into conflict with the equally territorially ambitious Democratic People's Republic of Glory (DPRG). The conflict came to a head when clashes between settlers in the Foix Gap rapidly escalated from a brushfire conflict into full-fledged war. The DPRG found itself technologically outclassed by the RA (specifically by the elements of the French Foreign Legion based in Arden). The beleaguered dictatorship had previously entered into a profitable trade alliance with Brazil, and it now called upon that terrestrial



DPRG Guards near Angeleme, Foix Gap, Glory, c.2290 (miniatures: GZG)

If you want to know where the colonels are,
I'll tell you where they are
Yes I'll tell you where they are,
If you want to know where the colonels are,
I'll tell you where they are
(shouted) They're orbiting this rock!

Old Army marching cadence, revived and updated, Second Glory War

nation for military support. High-tech Brazilian gear, particularly aerial drones and grav tanks, began to pour into the DPRG. With their technological advantage lost, the RA began to suffer against the superior numbers of the DPRG. They were left with no choice but to reach out to allies of their own. The US colony on Grissom, a long time trade partner with the RA, was only too happy to send US Marines to bolster their defense. This action led to direct conflict between the United States and Brazil, which soon escalated to involve the allies of both nations. The resulting conflagration became known as the First Interstellar War (or IW I).

2296 (The Battle of Jump Point Zulu – End of the First Interstellar War): A joint British/German battle group was able to intercept a Brazilian/PRC battle group en route to support the ongoing invasion of Albion. The battle was decisive, resulting in the destruction of two Brazilian assault carriers and three PRC battle cruisers as well as the capture or destruction of half a dozen smaller combat vessels. The cold naval victory left Brazilian and PRC troops on Albion with no hope for support for months or more. Faced with diminishing supplies and ordnance, the invaders surrendered. Western diplomats leveraged the twin defeat into an armistice and ultimately a peace treaty that would last until the Saint's War.

2299 to Present (Moro Uprising): The Moro Liberation Army seized control of Palawan and half of Mindanao and proclaimed an independent Islamic republic before the Philippine government could do a thing to stop it. Attempts to retake the territory had ended in bloody disaster, even



French Foreign Legion troops and captured Brazilian Grav Tanks, Glory, c.2294 (miniatures: GZG & Combat Wombat)

with OPS assistance against the rebels; the Philippine army made little headway.

2304 to Present (Indonesian Civil War): Indonesia's slow decline in the latter half of the century exploded as radical Islamists in the armed forces and the government attempted to launch a coup. The Islamists botched it and the Federal Republic retained about half the country with OPS weapons and advisers, mainly Australian. The Federal Republic was considering a counter offensive against the Islamic Republic in an attempt to end the war in one bold stroke.

2309 to Present (Terrorist Attack on Grissom Space Port – The Saint's War): Terrorists from the Kingdom of Eden on Glory simultaneously detonated explosive devices on several starliners in orbit around Grissom. The ships were carrying laborers from Glory home for the Christmas holidays. A US naval vessel was also damaged when caught in the explosion of one of the civilian craft. Most of the slain laborers were from the Republic of Arden. US forces on Grissom were immediately sent to Glory to assist Arden in bringing the rogue Kingdom of Eden to justice. Eden's ties to the NEU soon brought Brazil and the DPRG into the fighting and Glory was once again wracked by war.

MAJOR NATIONAL POWERS

While Earth's geopolitical puzzle pieces have shifted repeatedly in the intervening centuries, a man of the 21st century would still find a map of the world reassuringly familiar. The relationships between many of the familiar nations have changed, however, as has the general character of some states.

Descriptions of a few of the 24th century's "stand-out" nations follow.

Brazil

Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Above Average

Brazil rose to international prominence in the late 21st century due to the efficient exploitation of its own natural resources and a ruthless program of destabilization aimed at preventing its neighbors from doing likewise. Through the 22nd century, Brazil's wealth, stability, and influence continued to grow, as did their reflexive distrust for the US. When the UN was disbanded in 2121 to be replaced by the US-spearheaded OPS, Brazil refused to participate and founded the NEU as an alternative for younger, more aggressive developing states. As distaste for the US became a Brazilian national trait, the nation's political leadership became more belligerent and openly hostile. Bellicose speeches and provocative policies quickly won the support of the general populace. This policy of intense nationalism and focused hostility towards the US inevitably led to war in 2288 and led to an uneasy alliance between the NEU and the PRC.

While Brazil isn't at the technological vanguard, it is only a short step or so behind. Most of the technological conveniences available in the US and Japan are also commonplace in Brazil. Brazil's military industry is state of the art and her factories have turned out most of the AFVs and weapons that fill the arsenals of the NEU's member states. Brazil has even exported its older model AG AFVs to colonies with deep pockets or resources to trade – such as the DPRG on Glory.

The Brazilian National Liberation Army (BNLA)

The BNLA is an energetic dynamo which draws inspiration from a long (and, according to critics, largely fictional) military tradition and political zeal. All recruits must be members of the Brazilian National Party (BNP) and their training involves as much political indoctrination as military discipline and tactics. Political officers are assigned at the platoon and squad level. Unlike traditional "commissars," BNLA political officers promote high morale and political loyalty by acting as counselors who provide individual troops with advice and assistance, including helping to assure that poor soldiers' families receive the maximum economic benefit from their military service.

BNLA troops are generally well trained and highly motivated. Their equipment is a match for anything but the bleeding edge gear fielded by US and European troops. Units down to the company level are named for political and military heroes or victories and most units possess some iconic item (a banner, flag, bugle, etc.) that is revered with almost religious awe. The average BNLA soldier firmly believes that he is part of a great campaign to deliver the world from the despotic grasp of the greedy, declining "Old Powers" and create a global paradise based on Brazilian political and economic enlightenment.

The Brazilian Navy

The Brazilian Navy is similar in character to the BNLA, but the level of political indoctrination is not quite as deep. Many naval officers come from wealthy, patristic families whose histories far predate those of the current nationalistic movement. As a result, the navy's officer corps is a bit more measured and restrained than that of the BNLA. Still, the Brazilian Navy has a reputation for being ably commanded and aggressive. The navy includes a well-developed troop transport capability, strong fleet combat assets, and a large and well equipped fleet of survey and exploration ships.

Central African Union (CAU)

Military Tech Level: 2+
Civilian Tech Level: 1+
Civilian Standard of Living: Below Average

The CAU is considered to be the OPS' first and most resounding success. When the chaos and anarchy that defined life in much of central Africa in the 21st century continued unabated into the 22nd century and the hollow remnant of the UN proved helpless in facing the challenge, the US and several other "First World" nations broke away to form the OPS. The OPS identified progressive central African leaders and put money and military aid behind them. Although it took two decades, the region finally stabilized and formed the Central African Union. With continued support from OPS, the CAU quickly developed a strong economy based on industry and the responsible exploitation of natural resources. The CAU was admitted into the OPS when it demonstrated that it had become a self-supporting nation state with sufficient economic power to lend assistance to less fortunate nations.

The average citizen in the CAU is still slightly poorer than those of most First World nations, but only moderately so. While the CAU has sunk a substantial amount of its national product into technological advancement, the citizenry only sees so much of it. For the most part, technology in this growing nation is a generation behind, a circumstance that has produced some internal criticism, especially in regard to the CAU's highly successful and ever growing fleet of interstellar survey and colony ships – not to mention the military vessels to protect them.

Life on CAU colonies tends to be even more Spartan than at home and this has led to some friction between the nation and her colonists. In the case of Anubis, disaffection turned to outright rebellion.

CAU Army

Although hobbled by low-tech and hand-me-down technology, the Army of the CAU is a respected military force. What it lacks in cutting edge weaponry and sensors, it makes up for in discipline and training. Army veterans are given preferred placement in vocational training and business loan programs, making military service a stepping stone to future economic security. As a result, a steady stream of recruits is available, of which only the best are selected. The CAU are enthusiastic supporters of the OPS, so CAU troops can nearly always be found wherever the OPS forces are deployed.

CAU Navy

The CAU fleet is large for its economy, but it is a matter of pride for most CAU citizens. The fleet receives technology and officer training from both the United States and Great Britain and CAU vessels are always included in OPS fleet exercises and operations. CAU survey and exploration efforts are extensive and well-supported.

France

Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Above Average

France, like most of Western Europe, has been on the rise since the colonization of Eureka. Her coffers and prestige have also been braced up by the success of the Republic of Arden on Glory. While not a state sponsored colony, the Ardenois maintain a very strong connection with their motherland – a connection that is evidenced in the strong trade and military alliance that exists between the two nations. The people of France enjoy a standard of living that they share with most of Europe – with an economy propped up by colonial successes, most Frenchmen earn enough to enjoy an abundance of consumer goods. Technologically, France is on a par with the US and UK, with most dangerous and tedious work falling to autonomous robots.

While France has not invested heavily in its army, it has increased the size of the French Foreign Legion, establishing bases on Eureka and Glory. France generally relies on the Legion to respond to any off-planet emergencies. The French "cold" (space-going) navy, on the other hand, has received generous funding, especially for survey vessels and commerce escorts. The French fleet lacks the numbers of the British and American fleets, but not by much.

French Army

France's national army is a cutting edge force and a match for any terrestrial First World army. French national policy keeps the majority of the army earthbound for the protection

[Urban Assault]



of French territory and national interests. Off-world military operations are generally prosecuted by the French Foreign Legion, although Special Expeditionary Forces of regular army units may be organized to support them if necessary.

French Navy

France takes particular pride in her large, technologically advanced navy which is seen as a match for any First World navy and a key element in countering the growing power of the NEU and PRC.

Japan

Military Tech Level: 2+
Civilian Tech Level: 3
Civilian Standard of Living: High

Japan, having survived two world wars and a long-standing cold war with China, enters the 24th century a careful and conservative nation. Rather than throw its treasure at interstellar colonization, Japan has focused its efforts on the Sol system's asteroid belt, where it has established extensive mining and manufacturing facilities. Partially from a quirk of national character and partially due to the dangerous work environment in the asteroid fields, Japan is at the bleeding edge of robotic and AI research and development. All hazardous jobs (police, fire, and much of the military) in Japan are performed by robots and "synthetic people" who are difficult to impossible to distinguish from flesh and blood humans. Synthetics are also utilized extensively in the service industry, medical field, and education.

In daily life, the ubiquitousness of synthetics in service positions doing everything from housework to heavy lifting has made the average population feel even more distanced from such labor than they did in the previous century, and most Japanese now consider such work beneath "real" people. Just the same, popular culture reviles and romanticizes synthetics with equal delight, turning out so-called "silver metal" movies and music with self-indulgent abandon.

Some amount of tension is being felt in Japan as the UAE continues to make inroads in the asteroid belt. Many believe it is only a matter of time until Japanese and UAE "security forces" come into direct conflict.

Moons of Jupiter

Though it's the mining operations in the asteroid belt that have been most important to Japan's economic success, its slow colonization of the moons of Jupiter has had more impact on public impression. Though confirmation of saltwater seas on both Ganymede and Europa offered the promise of important discoveries, the relatively stable orbital situation of Callisto won the day when it came to setting down a human footprint – or rather, a synthetic one, as Japan's first galactic colony was founded by AI units, who executed a carefully designed plan to make Azuchi Colony ready for human arrivals. Numerous subculture groups and even a few non-OPS nations claim that this plan was a failure and the colonists are solely synthetics, but the steadily growing population and expanding structure of the colony suggests otherwise.

Azuchi Colony, or Azuchi-Kyo in the words of envious media who remain on the crowded Earth islands, is known best for its development as an education and research center – a strange route for colonization, but the moons of Jupiter offer better resources for the sciences than they do for terraformers and agriculturalists. Since Azuchi's founding, several much smaller research colonies have been established on Ganymede and Europa. Io's surface has presented challenges to permanent facilities, though numerous expeditions occur every year, often made entirely by teams of synthetics. Azuchi has turned to the much smaller moons orbiting Jupiter as sources of fuel and export products, capitalizing on Japan's expertise in asteroid mining to make the most of the neighboring rocks.

The Japanese Defense Force (JDF)

The Japanese Defense Force (JDF) is characterized by its heavy reliance on robots and synthetics and a pragmatic approach to the application of technology. JDF synthetic infantry and robotic support units are not over-engineered. They have been developed along carefully minimalistic lines to produce a fighting force that is both effective and cheap (the Japanese taxpayer/voter rarely shows any enthusiasm for military spending).

A fighting force composed of fairly effective, cheap to replace troops whose loss stirs no emotional responses

among the electorate has created a tactical and strategic philosophy that would be considered blood-thirsty if human troops were involved. A Japanese commander will not think twice about abandoning a unit to assured destruction by the enemy, especially if he believes that the enemy will be bloodied in the process. After all, all that is lost is a little money, not human life. This same sanguine outlook is displayed in assaults and special operations missions. Any toss of the dice that might produce a win is worth a try – after all, the JDF really has little of value riding on the roll.

The same attitude does not hold true towards the JDF's human officer corps. Headquarters units are still dominated by human personnel whose safety is guarded to a degree that might seem fantastic to other military forces. This over-protective stance is not rooted in any cowardice on the part of the JDF's officer corps, but rather on political necessity. The loss of a single Japanese human in combat can potentially spell political defeat for the JDF. While the Japanese public may have no issue with the loss of countless synthetic combatants, they have no stomach at all for losing *human* soldiers in combat.

The Japanese Space Navy (JSN)

The Japanese Space Navy (JSN) is a sophisticated "cold navy" that finds its roots in anti-piracy and territorial defense operations in the asteroid belt. While the majority of its resources are still devoted to a system defense role, the tides of interstellar war have led to the creation of two Special Task Forces (STFs). STFs are built around several large troop and vehicle transports capable of carrying JDF forces anywhere in human space. These transports are protected by a battle-cruiser and a flotilla of lesser combat and combat support vessels.

The JSN has invested little to nothing in survey vessels or operations. Japan is perfectly happy with its profitable presence in the asteroid belt and its domination of Jupiter's moons.

People's Republic of China (PRC)

Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average

The modern People's Republic of China has come a long way since its founding in 1949. It finally reunified with Taiwan in the late 21st Century and has attempted, with mixed success to steer a middle course between the OPS and the NEU. In so doing, the PRC has become a "responsible" counterweight to the US and its allies in the OPS. This has led to some interesting problems for the PRC diplomatically as the OPS nations are its leading trade partners. This is true even in the wake of the First Interstellar War, as commercial interests in the PRC put pressure on the government to end hostilities in 2296 after the defeat at Jump Point Zulu.

The alliance with the NEU is strained at best, as many Chinese politicians privately wonder if the NEU is good for anything more than getting the PRC into wars for marginal extra-solar real estate. The problem on Glory is a good example of this, as the NEU is an enthusiastic ally of the DPRG, which the PRC only supports to retain the NEU as allies.

Domestically, the average citizen of the PRC is content, if not happy. While he may not have the latest tech available to OPS citizenry, he also has a more relaxed and predictable life-style than the lamentable *gui-lo*.

In the wake of the Zhuang Rebellion and the troubles on Glory, PRC authorities have taken a "go slow" approach with regards to further extra-solar colonization. They take a dim view of the "dangerously independent thought" that many colonists have exhibited. Still, ever expanding population and its associated pressures force the PRC to search for potential colonial pressure valves.

The People's Liberation Army (PLA)

The Chinese arms industry is robust, diverse and well known for building cheap, well-made weapons systems. Chinese arms may not be bleeding edge, but they perform under conditions that more fragile systems might not handle as well. People's Liberation Army (PLA) weapons systems tend toward a "bigger is better" principle which results in some of the largest caliber small arms in military use today.

The PLA uses robotics enthusiastically, though mostly in a semi-autonomous support role. None of their domestic designs are really smart enough to handle anything else.

Synthetic humans are also embraced for their manageability. Every year, new battalions are raised of *Shìbīng chéngzh ng* (grown soldiers), conditioned for total obedience and loyalty to the state. Assigned to the Special Response Corps, these soldiers are primarily tasked with counter-insurgency work on Zhuang, although a battalion or two have seen action against Uigur and Tibetan "bandits." The OPS is disturbed by the PLA's growing reliance on synthetics.

The PLA is a fairly advanced force. Its best technology is reserved for elite formations, such as the 15th Special Response Corps, which was formed in the late 21st Century from the 15th Airborne Corps. PLA forces on off-world colonies are locally raised units supplemented by PLA trainers brought in from Earth. Units on Zhuang are watched carefully, as a third of the local units sided with the rebels during the uprising in 2151. A large garrison of the People's Revolutionary Police is housed on Zhuang to prevent future "perfidy."

The People's Liberation Navy (PLN)

China's cold navy is large, effective, and constantly expanding to meet NEU commitments. Beyond that, the PRC is determined never see a repeat of the indignities it suffered at Glory. Any future garden worlds discovered by the PRC's extensive fleet of survey vessels will be protected by an overwhelming PLN and PLA presence.

Russia

Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average

Some see Russia's course over the last few centuries as regressive rather than progressive, but most Russians would disagree. The most remarkable change to occur in recent Russian history was the re-introduction of the Tsar as head of state. In the late 2100's the wrangling between Russia's President and Prime Minister spilled into open civil war, with the supporters of the two politicians vying for dominance while the rest of the populous struggled to cope. Thankfully, few military units were involved in the struggle and a force of Naval, Air Force and Army troops combined under Marshal Grazin to quell the uprisings, disarm the militants and place both politicians under arrest.

The politically astute (and undeniably romantic) Grazin appointed a civilian head of government, a "Tsar" supported by a coalition government and with limited influence over the military. While the rejuvenation of "White Russia" captured the world's imagination, back-room deals were being cut by pragmatic power-brokers far more interested in securing a stable government, continuing Russia's off world expansion, and securing their fortunes than their often dewy eyed press releases indicated. Instructed by observation of the USA's increasing terrestrial wealth based on extra-terrestrial holdings, the New Russia was predicated not so much upon Divine Right as upon a program of exploitation designed ensure that Russian colony worlds were squeezed for every cent they could produce. In exchange for securing the Tsar his throne, the Russian military would gain control of colonial administration – and the keys to the treasure house.

What developed was a two-tier class system. Those on Earth benefitted from the exploited resources of the colony planets, which in turn lived under a military rule that became increasingly harsh as colonial resentment built. It was not until the rebellion of Moscva that the civilian government on Earth was forced to take notice of the situation. An intense struggle verging on civil war ensued on Earth which resulted in Tsar wrestling colonial control from the military. It was fortuitous that the Chief of the Armed Forces at the time, Marshal Volkov, was amenable to the idea and realized the need for civilian rule to avoid repetition of the Moscva incident. His support of civilian rule eventually weighed against the hard-line elements of the military and by the late 2300's, civilian rule was well established on the two remaining colony planets.

Today, the Russian state seems to have attained its equilibrium. Its foreign policy is somewhat isolationist, but it has developed strong ties with the OPS, of which it is a member. Its relationship with the PRC is cold and border clashes are not infrequent.

The foundation of the Neo-Soviet Federation on Moscva is still a grave concern. The NSF is regarded as the state's greatest enemy. Neither of the "two Russias" have exhibited the will to attempt to settle their differences by arms thus far, but saber rattling and intrigues are the rule of the day.

The Imperial Russian Armed Forces (IRAF)

The new Imperial Russian Armed Forces (IRAF) are broken down into the three traditional services: The Imperial Army, the Imperial Navy and the Imperial Air Service. It is worth covering these in a little more detail as we examine the Russian state. Each branch maintains an elite fighting force: The Army's Spetsnaz, the Navy's Marines, and the Air Force's Airborne formations.

The Russian Imperial Army

The Imperial Army has long been the dominant force among Russian armed services and this remains apparent today. The Russians have adhered to a policy of 'good enough' when it comes to military hardware. Their traditional sense that military equipment should be rugged, easily produced and simple to operate and maintain has served them well. Indeed, many military analysts regard the Russian mantra of development and production to be the most sensible for a space faring state – the highest tech is not always the best tech. All Russian equipment is easily made, repaired, maintained and amazingly reliable. While Russian industry may lack something in finesse and technology, its products have a lot going for them. Russia, for example, is one of the few states whose colonies have local armaments production facilities rather than relying on imports. The simplicity of Russian design allows this ease of manufacture and Kalashnikov Corp has factories on each of the main colony worlds (including the factory taken over by the NSF on Moscva).

The Russian army lags behind in other areas. Currently no Russian gravitic vehicles are in operational service, though several are under development. Robotic support staff and fire teams are rare, with most robots being utilized for medical and communications duties. Those that are present are a generation away from those currently deployed by the US Armed Forces. The Russians do not field synthetics, though the rumored "Cossack" program is believed to involve genetically altering human DNA to provide a more perfect soldier.

The Russian Imperial Navy (IN)

The Russian Imperial Navy is responsible for an ever-growing space fleet as well as more traditional vessels. The Navy also maintains a cadre of Marines trained to conduct zero-g, vacuum and other hostile environment combat actions. Though their numbers are small, the marines boast far higher training levels than the regular army. Marine personnel can be spotted by the black berets and blue and white stripped undershirts they proudly wear.

The IN also operates a number of fleet carriers. These large vessels have several Imperial Air Service squadrons based on them and the two services work closely together. The IN maintains several of its own fighter squadrons for fleet protection and orbital security, though this role is generally undertaken by the Air Service.

Additionally, the IN has several large transport vessels permanently assigned to the Army in order to provide them with a heavy, long distance lift capability.

The Russian Imperial Air Service (IAS)

The IAS is responsible for planetary defense, both atmospheric and low orbit based. There are, however, a number of squadrons based on IN fleet carriers. These squadrons operate in the role of fleet protection and are also available for orbit-to-ground attacks if required. The squadron personnel rotate service aboard the fleet to integrate pilots and provide all with shipboard experience. Service upon a fleet carrier is generally regarded as the most exciting duty in the Air Service and is a favorite deployment for many personnel.

United Arab Emirates (UAE)

Military Tech Level: 2+
Civilian Tech Level: 2+
Standard of Living: Average

The UAE dates back to the Treaty of Amman in 2264. In the wake of the 2nd Iran–Iraq war, the Sunni Arab world realized that against the power of a resurgent Iran, it was, in the words of Benjamin Franklin, better to "hang together, because they would hang separately otherwise". The UAE spent the next fifty years coalescing into its present form: A moderate Arab emirate ruled by elected emirs who serve five year terms. The Emir is elected by a council of emirs from their ranks. This council is composed of the royal families of the UAE's member nations.

The territory of the UAE is made up of the former nations of the UAE, Saudi Arabia, Oman, Jordan, Egypt, Kuwait, Qatar, and the Federated States of Iraq (a loose federation that consisted of the Sunni and Kurdish regions of the country). The UAE's foreign policy is primarily focused on the peaceful pursuit of new markets for its various petrochemical and information-based exports. Its partnerships with Israel have proven very profitable in that regard, especially on the technology side. Relations with the rest of their neighbors are good, except for the UIT, which the UAE was formed to counter, and Yemen, which has become "the festering sore of the Arab world" – a sort of Port Royal writ large.

The UAE's expansion into space has been cautious and very cost-conscious. The UAE wants nothing to do with the sort of rolling conflict seen on Glory and feels no need to invest in "prestige colonies" seen in the NEU. So far, the UAE has contented itself with the colonization of a world called Ayrun, a planet with the potential to become as productive as Grissom, despite the violent and unpredictable weather patterns that denied it a "Garden World" classification. UAE is also heavily invested in mining the Asteroid Belt, a course which has brought it into conflict with Japan.

The UAE is neutral in most disputes between the great powers, but supports the OPS when push comes to shove in matters regarding the UIT.

UAE Army

The UAE Army is a successor force to a mixed bag of armies with different martial traditions, experience, and expectations. Each member army remained protective of their independence, which proved to be a major stumbling block in creating a unified, post-Amman agreement army. After forty years, most of these difficulties have been smoothed over, but smoldering resentment and deep-seated jealousies remain.

The army's equipment is roughly a generation or so behind that of most OPS nations. Worse, it's a mismatched assortment of Russian, French, US, British and German left over from the pre-treaty days. Much of the equipment is beginning to get a bit long in the tooth, but the wheels of the UAE's military bureaucracy turn especially slowly and replacement material is a distant dream.



UAE troops supported by a 1st generation AGV on maneuvers on a planetoid in the Asteroid Belt (photo: Jim Roots, miniatures: GZG)

Although some ground-effects vehicles are fielded most of the UAE makes do with wheeled vehicles and track-layers. A few first generation AGVs are fielded, primarily by units assigned to "security" operations on some of the larger planetoids in the Asteroid Belt.

Robots are mostly used for rear-echelon duties such as maintenance and administrative duties. These are dumbots because any kind of AI is anathema to the UAE for cultural reasons. The Iraqis, however, have a long history of robotic recon and combat engineering units. For the same reasons, synthetic humans are often purchased second hand from various suppliers by the wealthier states and often used as palace guards, like the Janissaries of old. The conditions that these synthetic humans are subjected to has drawn criticism from both the OPS and NEU.

UAE Aerospace Force

Most of the high-technology military purchases made by the UAE are related to aerospace. Control of the force is dominated by the UAE's wealthier states, which produce the highly educated pilots and engineers required to operate modern aerospace craft.

While most of the gear purchased is a generation behind, it is suitable to face the even older assets the UAE will meet in the hands of the UIT. Maintenance is performed by dumbots and foreign contractors, while

training is often done overseas in friendly countries, such as Russia and the US.

The UAE's "cold navy" consists of four older British frigates and a dozen gunboats purchased from the PRC. There is a rumor that the UAE might contract with the NEU to build a new light cruiser design for naval expansion, but this rumor seems contingent on the UAE's successful colonization of Aryun.

United Kingdom (UK)

Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Above Average

While the UK may not be the huge Imperial power of centuries ago, its close links to the USA and its position as a founding member of OPS have seen its prestige steadily rise. Its successful colonization efforts and reputation as a "go-to" power in the OPS have added extra luster to the UK's name.

UK civilians and colonists enjoy a good standard of living and still follow a democratic system that is many hundreds of years old. The UK is one of the last nations on Earth that continue to maintain a royal family. All of this gives the UK a unique sense of identity and a deep seated sense of history. To some this makes the nation seem somewhat aloof, but the average subject of the crown is still resourceful and capable of a long hard struggle to reach a desired aim. This makes the people of the United Kingdom some of the most successful colonists to be seen.

The British Army

The UK's military maintains its proud history and many units have a lineage that extends back over 700 years. Few other nations can boast such a proud military tradition. Although its armed forces are smaller than most, they are highly competent and professional. They have built up a close working relationship with the USA and many of their combat systems are fully integrated to allow tandem deployment to flashpoints.

In addition to its prowess in the field, the British Army is also seen as the ideal finishing school for up and coming military officers. It is not unusual for successful combat commanders from other OPS nations to have spent two years "on loan" to the British Army. Additionally, British officers are often found acting as advisors in other OPS forces, especially those of the USA.

The Royal Navy

The Royal Navy has maintained its long history and sustains a space fleet that rivals most other states, and which excels in performance. Its main role is policing the shipping lanes and protection of merchant ships in war zones. It is, however, fully battle capable and its ships boast names that remind their crews of their proud and ancient heritage.

The Royal Navy played a key role in ending the First Interstellar War, crushing the Brazilian and Chinese fleets at Jump Point Zulu. Naval historians have noted that the British ships produced a higher ratio of damage per ton than the German vessels they fought beside, a fact that leads credence to the Royal Navy's claims of creating a new breed of smaller, more powerful energy weapons.

United States of America (USA)

Military Tech Level: 3
Civilian Tech Level: 2+
Civilian Standard of Living: High

While the USA has gone through a number of high and low points since its rise to international power in the second half of the 20th century, it is considered by many to be experiencing its peak of power and influence in the early 24th century. As a founding member and strong supporter of the OPS, the US has gained a reputation as an effective force in keeping the peace and raising the standard of living and political freedom of less fortunate states. Much of the wealth that was required to gain and maintain this reputation comes from the nation's strong and stable relationship with its colonies, specifically Grissom, a world that many describe as "Planet America."

The USA is at the forefront of technological development. Some of its advances have led NEU critics to accuse America of secret contact with an advanced alien race. Most US citizens have some sort of bio-ware, ranging from internal phones and appetite control modifications to IAs (Internal Assistants). Advanced robotics are very common, with much of law enforcement and firefighting conducted

by autonomous robots augmented by expert human handlers. While genetic engineering for non-health related issues is illegal prior to birth, many genetic treatments are available to Americans which will increase their lifespan, reduce the need for sleep, strengthen bones and muscles, etc. More advanced genetic treatments and cybernetic enhancements are constantly under development, often to the benefit of US Special Forces operators.

The US Army

The US Army relies heavily on robotic troops, which they use in roles that are particularly hazardous to human infantrymen. Specialized drones are used in place of point-men and heavy weapon gunners. Robotic medics are also deployed to ensure that wounded troops will receive treatment even under conditions that would leave the bravest human corpsman scrambling for cover. The Army also provides cybernetic and genetic enhancement to specialized troops whom it will benefit the most. Life-like humanoid synthetics are not used, however, due to the United States' continued refusal to allow their creation within its borders.

The US possesses a vast array of armored vehicles, ranging from the latest anti-gravity tanks and APCs to hardy wheeled vehicles. This is in keeping with the US Army's guiding philosophy over the last century: The right tool for the job saves money and lives in the long run. Always send bullets before you send men.



US Patton and Perkins grav tanks in action in the Foix Gap, Glory (photo: Dana Boggs-Drake, miniatures: GZG & Khurasan)

When I was young I watched all the science fiction shows. They always had the aliens come down with these amazing guns and ships. The poor Earthlings always had to win by luck or pluck because they were completely outclassed. I always fantasized about fighting aliens someday. Then I saw the American grav tanks drop on Oaxaca. They burned down through the atmosphere and we began to see Brazilian tanks explode in their revetments around the city. The Yankee tanks were killing them before they had even touched down. I saw grav APCs swoop in and soldiers literally fly out of them, firing as they swooped to the ground like angry angels. The thought struck me then: I'm in a war with aliens. Thank God we're on the same side!

Lt. Col. Carlos Carranza, 3rd Infantry Division, Army of Mexico.

The US Army has also benefited from the top secret "Peek Programs" begun in the late 20th century and culminating in the development of the Savant Corps in the last half-century. Savants are parceled out down to the company level to provide some insurance against catastrophic grid loss.

Supported by the US Navy, US Army troops may be quickly deployed anywhere in human space. Unlike the Marine Corps, the Army has remained entirely Earth based. There are no large, permanent Army bases off planet.

The US Marine Corps

While the US Marine Corps (USMC) shares the same general technology as the US Army, it often receives that tech as "hand-me-downs" from the Army. Over half of the USMC's tank units field last generation grav tanks, for instance, and it has nowhere near as many robots in the field. This suits the Corps to a tee. Most marines firmly believe that the Army (or the Puppetry Corps as they sometimes call it) will eventually be comprised entirely of

robotic combat units and they have no desire to follow in its footsteps.

The USMC maintains large bases and training facilities on both Earth and Grissom (a planet for whom the USMC is responsible for providing security) and provides combat and security details for all USN vessels.

The US Navy

The US Navy (USN) is arguably the most sophisticated interstellar war-fleet in existence, although a recent edition of Jane's gave that honor to the British Royal Navy. The USN continues to expand, with fleet construction bases orbiting both Earth and Grissom. The USN works closely with the Royal Navy, performing joint exercises and operations at every opportunity. Some believe that this close relationship between two of Earth's finest navies is all that keeps the NEU and PRC in check.

Some Major Colonies

Glory

Military Tech Level: 1 to 2+
Civilian Tech Level: 1 to 2
Civilian Standard of Living: Average

Glory is a roughly Earth-sized garden planet whose discovery ignited the First Glory War. Although ownership of the planet was originally contested by the PRC, a private surveying company's ownership was eventually recognized. The planet was opened for colonization to those nations, individuals, or corporations that could afford both the effort and the colonization fee. This free-market approach to colonization rocketed Titan Interplanetary to the top of the interstellar corporate food-chain and created a planet of widely disparate settlements, ranging from the modern and stable Republic of Arden and the iron-clad dictatorship of the DPRG to the wild-eyed theocracy of the Kingdom of Eden.

> *"There may be no glory in war, but there sure was war on Glory!"*
>
> Max Narvik

Grissom

Military Tech Level: 3
Civilian Tech Level: 2+
Civilian Standard of Living: Average to Very High

Grissom was the first garden world discovered by mankind. The planet was located by a survey ship belonging to the government of the USA and was immediately claimed by that nation, an act that both set precedent and precipitated world-wide warfare on Earth. When the dust settled, however, the US found itself in sole possession of an Earth-like world.

In the centuries since its discovery, Grissom has been transformed from a rough, frontier world to a settled planet with major metropolitan areas on each of its continents. The planet is crisscrossed by highways and covered in farms, plantations, and settlements ranging in size from small farm towns to the sprawling urban giant of Gotham, named in tribute to terrestrial New York, a city it dwarfs in size. Grissom's character is unabashedly American, from architecture to diet, so much so that many people refer to the colony as "Planet America."

Indeed, the people of Grissom do not think of themselves as "colonists," but rather as Americans. They are represented in Congress and several presidents in the last century have been Grissomites. Grissom's economy has actually outstripped that of the USA and most historians and political scientists, even those back on Earth, admit that while the US capital is on Earth, its seat of power is Gotham, on Grissom.

Eureka & Albion

Military Tech Level: 2+
Civilian Tech Level: 2
Civilian Standard of Living: Average to High

Eureka was discovered by a European Union survey ship and has been colonized primarily by western European nations. Although its gravity is slightly higher than that of Earth, it is in other ways a close match for the home-world, so colonies there have prospered. Like Grissom, Eureka's economy has outstripped that of terrestrial Europe, but unlike the American colony, the reins of power are still firmly in the hands of the national governments on Earth.

Albion, a small, cold world with a thin but breathable atmosphere, was discovered by a British survey ship and has been solely colonized by that nation. Although the world has exploitable natural resources and does support a number of settlements, Albion's main value to Britain is in the shipyards that orbit the little world. Albion's low gravity makes it cheaper and easier to transport raw material to the orbital production facilities. The large UK naval presence in the system has ensured that the British colony is "first among equals" on Eureka.

New Soviet Federation

Military Tech Level: 2
Civilian Tech Level: 1
Civilian Standard of Living: Below Average

The New Soviet Federation (NSF) consists of four worlds centered on Moscva, a borderline garden world whose agricultural sector is strained to the breaking point feeding the marginal colonies of New Stalingrad, Kirov and Maxim Goriky. Contrary to bombastic NSF propaganda, none of the secondary colonies are truly capable of supporting themselves, a reality which places a tremendous strain on Moscva's newly collectivized agricultural industry. Agricultural output is significantly down since the revolution and collectivization, but few local Moscvavites would dare attract the attention of the Ministry of State Security (MGB) by pointing that out. The Gulags on Kirov's night-side have fostered tales that are nothing short of lurid.

The NSF's foreign policy can be summed up by the Party's directive to "agitate and strike at the Capitalists and other enemies of the Party and State." The identity of those "enemies" is determined at the whim of the People's Assembly of the Red Star on Moscva. This provocative stance leads to incidents with other interstellar powers on an almost monthly basis.

A pariah state, the NSF survives in part due to the difficulty that most analysts associate with the idea of bringing it under control. Any direct interference with NSF sovereignty would certainly result in all-out war. Each of the NSF's colony worlds would likely fight to the bitter end, with fanatical communist cadres raising a poorly trained but numerically daunting *levee en masse*. To date, this prospect has discouraged any major power from "settling things" with the NSF.

Life in the NSF is difficult: Rationing is common and shortages are rife. NSF citizens soon learn to navigate the black and grey markets and to accumulate *blat*, or status, to better grease the squeaky wheels of the state bureaucracy. The only organization that gets what it needs, or at least seems to, is the military. Even there, though, the NSF operates on a shoestring.

Some in the Motherland call us the enemy, a relic of the past, a danger to humanity. Well I beg to differ. Our struggle is to free humanity from the sprawling excesses of capitalism, to free the workers from the chains of oppression. I spent many years fighting, first as a guerrilla, living off the land, then as a regular soldier in the NSF Red Army. Those were good times; we fought together as brothers for a cause greater than ourselves. Once we claimed Moscva in the name of the People's Soviet, several of us were selected to bring the struggle for freedom to our oppressed brothers on other planets. I was one of those who had the honor of serving the cause in this manner and I spent two years helping free a planet from the oppressive shackles of the CAU. Those on Earth look at us with disdain, they call us the enemy. One day we will return home and bring the struggle for freedom back to the capitalist's lair. We will never tire of our duty, while they will inevitably grow lazy.

Kapitan Vladimir Katutin (Retired),
121st Insurgency Support Corps

Primacy of Alterarum Terrarum (PAT or "Church Space")

PAT MEMBERS:

St. Brendan (Garden World)
Capital: Grace
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average to High
Dozens of Marginal and Exploitable Colonies

Shortly after the discovery of gate technology, Pope Pius Tertius Decimus announced the formation of the Standing Interdicasterial Commission for the Alterarum Terrarum (Other Earths). The multi-disciplinary Commission was charged with developing a major Church effort to relieve the plight of some of Earth's poorest populations by providing them with land and resources on planets colonized and developed by the Church. Within a decade the Church had developed its own surveying and colonization fleets and within 50 years had lain claim to a number of marginal and exploitable worlds and the "gem of the Papal Crown," St. Brendan, a garden world.

The Church's colonial holdings, referred to by most laity as "Church Space," were organized as a Primacy centered on St. Brendan. In order to preserve order on the colonial worlds, whose inhabitants often brought old feuds with them to their new homes, and to protect them from external threats, a new Military Order of St. Mauricius was established and equipped.

While the Primacy of Alterarum Terrarum has prospered for the most part, it is well known that political tension exists between the Primate, a Bishop inevitably chosen from among the ranks of adherents to the philosophy of liberation theology, and the Order of St. Mauricius, which draws most of its recruits from the Church's more conservative membership and whose leadership is often associated with Opus Dei.

Zhuang

Military Tech Level: 2+
Civilian Tech Level: 1 to 2+
Civilian Standard of Living: Below Average to High

Zhuang, an Earth-like world discovered by the PRC about the same time as Glory, has become an interstellar Hong Kong. The first resource finds allowed rapid expansion and urbanization of the first two landing sites, Fanrong (Prosperity) and Jingwei (Reverence). Within fifty years, the planet could boast of orbital shipyards, a strong manufacturing base and a rapidly expanding population. As a result, Zhuang today is considered a major interstellar trade center. A strong military presence from its start ensured that Zhuang maintains its allegiance to the PRC.

Settlements were initially established along the coast of the People's Ocean. Separated from the rest of Zhuang's sole continent by the Dragon Mountains (the source of the planet's mineral wealth), they enjoy a moderate climate. Earth flora and fauna flourish here, though local plants and wildlife are able to compete equally. The rest of the continent features vast savannahs and steppes, broken up by the occasional river or forest.

Zhuang's emigration was restricted to Chinese nationals only for the first hundred years. A disproportionate number of Mongolians and Tibetans joined the ranks of the colonists seeking to escape the ever-growing population and political pressures in China. Once on Zhuang, a significant portion of the non-Chinese ethnic groups took to the steppes and "went native." These nomadic groups have been labeled "bandits" by the Zhuang government.

MAJOR CORPORATIONS

Ares Mining Corporation

Ares Mining Corporation (Public NYSE: AMC)
Incorporated 2042. HQ Tucson, AZ

Ares Mining Corporation formed as a joint venture between Freeport-McMoRan Copper & Gold and Canadian-based Barrick Gold Corporation following the confirmed discovery of metal and mineral deposits near areas of previous Martian volcanic activity. Ten years later, Ares Mining had established two mining colonies in the Tharsis region of Mars; Thunderbolt near Mons and Cartertown near Biblis Patera.

Start-up expenses were enormous, but eventually both operations began production. By 2058, however, it was starting to become clear that planetary surface-based mining was more expensive than mining the near-Earth asteroids, simply because of gravity. The best use of the Martian metals and minerals was on Mars, but most of the demand was in near-Earth orbit. Ares Mining shifted its focus to the asteroids and scaled back operations on Mars, at least until more industry and population arrived.

Wall Street's patience with Ares Corporation came to a head in the recession of 2061. Concerned over multiple corporate initiatives that had not borne much in the way of profits, the company came under pressure to lower operating costs even further. Cheaper sources of labor were found in the countries belonging to the Union of Islamic Theocracies (UIT). This move ultimately resulted in the 2063 rebellion at Cartertown.

After intervention by Ares Mining security forces and ultimately the United States Marine Corps, the rebellion fizzled out, due more to the discovery of Gate Projection Technology than any decisive military action. GPT made sure that the barely-habitable Martian colonies would never vie with worlds like Grissom and Zhuang. The end of the rebellion also marked a golden opportunity for Ares Mining, as its many years of investment and experience left it perfectly poised to exploit the unlimited opportunities of Earth-like worlds.

Titan Interplanetary

Titan Interplanetary LLC (Public NYSE: TLC)
Incorporated 2050. HQ Paris, France

Inspired by the success of Ares Mining Corporation (AMC), a group of predominantly French investors formed Titan Interplanetary to make sure Europe was not left behind in the space "gold rush." Unlike AMC, Titan Interplanetary focused its efforts on near-Earth asteroids, developing cutting edge methods for surveying, prospecting and harvesting in zero-g environments. Titan Interplanetary's

[A Walk in the Garden]



major accomplishment was the development of survey and mining vessels capable of long-duration missions.

Titan Interplanetary jumped into the public spotlight in 2056 with its spectacular success at 433 Eros, a large near-Earth asteroid first discovered in 1898 and landed on by an unmanned NASA probe in 2001. The NASA probe determined the comet held more gold, silver, zinc and aluminum than had been mined from the Earth's crust previously. Titan Interplanetary confirmed that fact by establishing the richest mining operation in human history.

Following the discovery of Gate Projection Technology, the corporation rapidly refitted its existing fleet and became one of the most prominent interstellar survey groups in the mass exodus from the Solar System. Titan ships plied the unknown in search of exploitable worlds and the enrichment of its investors.

The corporation came again into prominence in 2128 when its survey ship *Bernard de Jussieu* discovered the lifeless hulk of a PRC vessel in a refueling system. The data downloaded from that hulk led to the discovery of Glory.

TREATY ORGANIZATIONS AND POLITICAL BLOCS

New Economic Union (NEU)

The New Economic Union (NEU) was founded by Brazil in 2127 as a counterbalance to the "American" Organization of Progressive States (OPS). The alliance has been a success from the point of view of the richer members, such as Brazil and India, but the rest of the members are often governing over a teeming mass of unemployed and under-employed workers who are wondering why they haven't received their "Golden mañanas de trabajo, la salud y la abundancia" (Golden tomorrows of work, health and abundance – a common propaganda line of the South American members of the NEU).

Moreover, the NEU sees itself as the last bastion against the "corrupt plutocratic lackeys of the new neo-imperialist order" (read: The OPS and its allies). It "champions the rights of the oppressed" everywhere and often by teaching the most judicious use of the weapons it provides. One of the more well-known examples of this policy is extant on Glory in the guise of the DPRG. This is in spite of the DPRG's various excesses in pursuit of "revolutionary victory". The NEU also supports the NSF in words from time to time, but this depends on whether or not the two nations are getting along. The spats between the NEU and NSF over who is the "last great hope for revolutionary humanity" have become fodder for many late night comedians in the OPS nations.

NEU member states should not be underestimated, however, especially Brazil. They fought both Glory Wars and the 1st Interstellar War with vigor and élan, if not strategic acumen. Currently, the NEU's foreign policy is to maintain its guard against the OPS in what many observers referred to as a "2nd Cold War".

The various member armies range from fairly competent (India, Pakistan, Argentina, Brazil and the Serbian Republic) to frighteningly inept amateurs (Most

NEU MEMBERS

Most South American Nations
Capital: Varies by Nation
Military Tech Level: 2 (average)
Civilian Tech Level: 1+ (average)
Civilian Standard of Living: Low to Average

India
Capital: New Delhi
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Low to High

Pakistan
Capital: Karachi
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Low to High

Serbian Republic
Capital: Belgrade
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Low to High

of the South American nations). Pakistan's army is often tied up dealing with hostile tribes on its borders with Iran and Afghanistan. This produces tension with the UIT, a distraction that the NEU would rather do without.

NEU military technology ranges from Brazilian Grav Armor brigades, to Peruvian "People's Cadre Battalions" equipped with old Chinese QBZ-97 rifles and equipment that dates back to the River Plate War. Most of the imported gear comes from the PRC, which demands cash up front.

Organization of Progressive States (OPS)

The Organization of Progressive States (OPS) was founded by First World nations that broke away from the UN over the spiraling chaos in central Africa. The departure of many of its most wealthy and influential members quickly reduced the UN to an ineffective rump which eventually dissolved.

Since its foundation, the OPS has been extremely active in supporting developing nations (or factions within those nations) that demonstrate a desire to establish governance that respects human and property rights – which includes those of their neighboring states. This support normally takes the form of economic and technological assistance, but military aid and outright military actions are not uncommon, either.

The OPS has been repeatedly criticized by the UIT and NEU for excessive zeal in aiding freedom fighters or governments in exile, an enthusiasm that is often expressed through direct support of insurgencies or local rivals of oppressive or terrorist states. In their defense, OPS members cite their charter, which states that OPS nations are "morally obliged to assist in the advancement of the human condition, whether that assistance is economic or military, direct or indirect."

OPS Members

Australia
Capital: Canberra
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average to High

Canada
Capital: Ottawa
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: High

Central African Union
Capital: Kigali
Military Tech Level: 2+
Civilian Tech Level: 1+
Civilian Standard of Living: Below Average

Japan
Capital: Tokyo
Military Tech Level: 2+
Civilian Tech Level: 3
Civilian Standard of Living: High

Mexico
Capital: Mexico City
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average to High

Nations of the European Union (EU)
Capital: Varies by nation
Military Tech Level: 2+ (average)
Civilian Tech Level: 2+ (average)
Civilian Standard of Living: Average to High

New Zealand
Capital: Wellington
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average to High

Russia
Capital: Moscow
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average

United States of America
Capital: Washington D.C.
Military Tech Level: 3
Civilian Tech Level: 2+
Civilian Standard of Living: High

And others

Troops from member nations serving on OPS missions refer to themselves as Peace Makers rather than Peace Keepers and OPS operations tend to be direct and effective.

Union of Islamic Theocracies (UIT)

The Union of Islamic Theocracies was formed in the mid-22nd Century in the wake of the 2nd Iran–Iraq War. Initially an alliance between Iran, the newly formed Basra Republic, and Sudan, it has become a "fellowship of last resort" for pariah nations on Earth, including the Islamic Republic of Bangsamero and the Indonesian Islamic Republic, both of which are both still at war with the nations they were carved from. These nations have all been added to the US State Department's list of state sponsored terror states and are havens to assorted terror groups and disaffected revolutionaries, not the least of which are the survivors of the Somali groups that shot down the *Corinth*.

The UIT has a minimal presence in the extra-solar colonies, but their "advisory groups" (mostly Iranian Revolutionary Guards Special Command) can often be seen supporting "brothers of the book" throughout human space in dozens of insurgencies and civil wars. The alliance's goals at this time are unclear, as the members rarely interact with other nations, except through bombastic rhetoric aimed either at the OPS, CAU, Israel, or the UAE or the occasional state-sponsored terror attack or border incident.

Meanwhile, the civil wars in the Philippines and Indonesia provide a place to blood new Iranian SOF operators and test new weapons against the beleaguered governments. The Indonesian government, with OPS support, seems to be turning things around slowly, and forced landings in Sulawesi are rumored to be in the offing.

What trade the members of the UIT engage in is mostly with either the PRC or the NEU. Rumors abound that the NEU might be offering colonial rights to the UIT on the newly discovered planet of Carmandrid, but these rumors aren't seen as likely, as it is a marginal world of little value to anyone. There are also rumors the NSF might be providing aid in such a colonial endeavor.

Weapons available to UIT member armies range from domestically built gear and weapons purchased from the Chinese and NEU, to cast-offs purchased on the illegal arms market

UIT Members

Islamic Republic of Iran
Capital: Tehran
Military Tech Level: 2+
Civilian Tech Level: 2+
Civilian Standard of Living: Average

Basra Republic (Shia parts of Iraq gain independence in 2nd Iran–Iraq war in the mid-22nd Century. Source of the cold war between the UIT and the UAE.)
Capital: Basra
Military Tech Level: 1+
Civilian Tech Level: 1+
Civilian Standard of Living: Below Average

Indonesian Islamic Republic (Controls the territories of Papua, Sulawesi and Maluku of the former Indonesian Republic, has been fighting a 5 year civil war with the Australian-backed Federated Republic for control of the rest).
Capital: Makassar
Military Tech Level: 1+
Civilian Tech Level: 1+
Civilian Standard of Living: Below Average

Sudanese Islamic Caliphate
Capital: Khartoum
Military Tech Level: 1+
Civilian Tech Level: 1+
Civilian Standard of Living: Below Average

Islamic Republic of Bangsamero (Made up of half of Mindanao, and Palawan in the Philippines island chain. The nation is only recognized by the other members of the UIT and is still at war with the Republic of the Philippines.)
Capital: Oromoc
Military Tech Level: 1+
Civilian Tech level: 1+
Civilian Standard of Living: Average

COMMONLY USED TERMS AND CONCEPTS

Actions – When a unit is *activated* (see below), it can take a number of *actions* such as move, fire, get in cover, request air support, etc. Enemy units may *react* to an *activated* unit's *actions*.

Activation – The player with initiative *activates* his units one at a time. An activated unit can perform *actions*.

Confidence – A unit's confidence determines how it will react in the face of overwhelming fire or other tactically challenging situations. There are three *Confidence Levels:* Low, Confident, and High.

Die Shifts – Some actions may be modified by a *die shift*. A positive die shift allows a player to throw a higher die type than normal – from a D8 to a D10, for instance. A negative die shift forces a player to throw a lower die type.

First Aid Check – When a unit takes a casualty, a *First Aid Check* is made to determine how serious the casualty's injuries are. At least one healthy figure must be within cohesion of the figure or its unit to perform the check unless the stricken figure has powered armor with a medical AI, Active Trauma Treatment nanites, etc.

In Cover – A unit that is *In Cover* is actively taking advantage of that cover's properties to get the best protection possible. This is different than simply being behind cover, which provides more passive protection. Bonuses for covering terrain and being *In* Cover are cumulative.

Initiative Unit – A unit that has been activated by the player with initiative is an *Initiative Unit*.

Irregulars – *Irregulars* are poorly or un-trained fighters with a hazy chain of command, little discipline and little tactical ability or coordination.

Morale – Unit Morale is represented by a die type, the higher the die type, the more steadfast the unit.

Morale Checks – When a unit takes casualties or is subjected to some other traumatic experience, it must make a *Morale Check* to determine if it becomes *pinned* or *shaken*.

Non-Initiative Unit – Units belonging to the player without initiative are *Non-Initiative Units*.

Pinned – Enemy fire that unnerves a unit can *pin* it. This is usually the result of a failed *Morale Check*. Pinned units must scurry to cover and their ability to engage the enemy and actively defend themselves is degraded. *Pinned* units who suffer further Morale failures become *Shaken* (if Irregulars) or are forced to *Pull Back* (if Regulars).

Pull Back – Regular units that suffer a second *Pinned* result in a single turn are forced to *Pull Back*. They must move away from the enemy and into a covered position to regain their nerve.

Reaction – When one unit responds to something another unit has done, it is termed a *Reaction*. A unit that is fired upon may *React* by trying to move out of the line of fire, for instance. Units may also choose not to React at all.

Reaction Tests - Reaction Tests are called for when one unit attempts to *React* to another. Both units roll a troop quality die and the unit that rolls a 4+ *and* higher than its opponent wins the test. The winner of the Reaction Test acts first (i.e., fires, moves before its opponent fires, etc.).

Regulars – *Regulars* are professional soldiers with a well-defined chain of command and a shared understanding of tactics and battlefield operations.

Round of Fire – *Regular* units can return or even pre-empt fire when attacked by another unit. When a *Regular* unit is fired upon, a *Reaction Test* is made to see who fires first. Fire is then resolved between each unit. This is referred to as a *round of fire*.

Shaken – *Irregular* units who fail a Morale Check become *Shaken*. They must move away from the enemy and their Morale suffers a permanent negative *die shift*. If their Morale is reduced below D6, they are no longer fit for combat and are removed from play.

Supply Quality Level - Better supplied units have more ammunition to burn than less well supplied units. There are three *Supply Quality Levels:* Poor, Normal, and Abundant.

Suppression – A unit may decide to lay down a large volume of fire in an effort to keep the enemy's head down. This fire is slightly less likely to cause a casualty, but it may *suppress* the enemy and hinder his movement and fire.

Tech Level (TL) – Tech Levels describe the technological advancement of a force in general or for specific areas of development, such as armor, weapons, sensors,

communications, etc. There are three Tech Levels in *Tomorrow's War*, with TL1 being lower than average, TL2 being average, and TL3 being advanced.

Troop Quality (TQ) – A unit's overall training and combat capability is represented by its Troop Quality – it is a gauge of a unit's discipline, training, and experience. The better a unit's Troop Quality, the larger its Troop Quality die. A mob of angry civilians or a poorly led group of conscripts would probably have a Troop Quality of D6. A typically trained, well-disciplined military unit will generally have a Troop Quality of D8. Highly experienced combat veterans or specially trained troops might have a Troop Quality of D10. Only rare individuals combining an abundance of natural talent and years of training and discipline would ever attain a Troop Quality of D12.

Troop Quality Checks – Some actions or events call for units to make a Troop Quality Check. To pass a Troop Quality Check, a unit must roll a 4+ on its Troop Quality die.

[Look Into the Light]



THE TURN SEQUENCE

The sequence of play for a typical *Tomorrow's War* game is presented below. Don't get too bogged down in details on the first read through of the sequence – we're presenting it here to give new players a general reference to the structure of the game. Mechanics and procedures referenced in this section are more fully explained later in the rules.

CHOOSE A SCENARIO

Tomorrow's War is a scenario driven game. The victor isn't determined by totaling up points of troops lost or by playing till one side is obliterated. Instead, the victory conditions of the scenario being played determine who gets bragging rights and who is left cursing their dice.

Players can either pick one of the provided scenarios to play or they can create their own. *Tomorrow's War* will be supported by future campaign and scenario packs and player-created scenarios are frequently posted on the Ambush Alley Games website (www.ambushalleygames.com).

SET UP THE TABLE

Each scenario contains a description of how the table should be set up, including the location of key roads, buildings, and other terrain features.

Table sizes in *Tomorrow's War* are generally 2'x2' or 2'x3' for 15mm games, but may be much larger depending upon the scenario in play. Table size will be designated by the scenario.

DRAW FOG OF WAR CARDS

Some scenarios dictate that one or both sides draw a Fog of War card before the first turn. Scenarios may indicate that additional Fog of War cards are drawn during the course of a game, as dictated by Reaction tests. See **Reaction Tests and Fog of War**, pg. 44, for details.

SET UP UNITS

The scenario will indicate how many units each side will receive, what their composition will be, and where they'll be

SEQUENCE OF PLAY FOR EQUIVALENT FORCES

1. Choose a Scenario
2. Set Up the Table
3. Draw Fog of War if Scenario Dictates
4. Set Up Units
5. Set Up Hot Spots
6. Declare (and test for) unbuttoned AFVs
7. Declare Hidden & Overwatch units
8. Initiative Force activates first unit
9. Resolve Reactions
10. Repeat 8 & 9 until all Initiative Units have been activated
11. End Phase: Once all Initiative units have been activated, any Non-Initiative unit that has not made a Reaction during the turn may move and/or fire. Regular Initiative units who are fired at may react as part of a Round of Fire, as may units on Overwatch
12. Start New Turn. If Initiative is not dictated by the scenario, perform an Initiative Test. The force that wins the test has initiative in the new turn. Perform as appropriate, or skip:
    a. First Aid
    b. Arrival of Reinforcements (starting on turn 2 or as dictated by the scenario)
    c. Declare (and test for) unbuttoned AFVs
    d. Declare Overwatch Units
    e. Merge Units
13. Repeat steps 6 through 12 until the turn limit for the scenario is met or a force achieves victory through attrition or fulfillment of an "automatic victory" condition.
14. If victory is not clear-cut, determine the winner by totaling Victory Points for both forces.

placed on the table. It will also indicate which side sets up their units first.

Normally, all units will be set up on the table at the beginning of play, but some scenarios will call for units to be held off the table for later deployment.

Note that it is not unusual for opposing units to begin play in line of sight and range of each other. Starting games with units "in contact" is one of the defining features of any Ambush Alley Games title.

Players may declare that units (including vehicles and guns) placed in buildings, woods, behind walls, etc. are **Hidden** at the beginning of the game unless the scenario dictates otherwise.

SET UP HOT SPOTS

If applicable, place Hot Spots as described by the scenario. See **Hot Spots**, pg. 37, for further details.

BEGIN PLAY

DECLARE AND TEST FOR UNBUTTONED AFVS

Both players declare which if any of their AFVs are unbuttoned and make button tests as necessary. See **Tank Commanders – Buttoned and Unbuttoned**, pg. 103, for further details.

DECLARE OVERWATCH UNITS

At this time, the player with initiative must declare which of his units will be on Overwatch for the duration of the turn. See **Overwatch**, pg. 70.

ACTIVATE FIRST INITIATIVE UNIT

Scenarios indicate which side has initiative in the first turn. Units belonging to the player currently holding initiative are referred to as "initiative units," while those belonging to the other player are called "non-initiative units."

The player with initiative may pick which unit he wishes to activate first and what action(s) it will perform. The activated unit may respond to the Reactions of non-initiative units as long as it has remaining Firepower dice or Movement.

If the activated unit will move, its controlling player must clearly state where he intends to move it (including announcing that he's charging into close assault) and indicate the route it will take. If the unit is not moving, the player should announce whether it is getting **In Cover**.

Example: *The initiative player is about to activate his first unit. He decides to activate one of his fireteams and move them to a position behind a wall where they can engage an enemy fireteam from a position of cover. He points at the unit and tells his opponent, "I'm going to move this fireteam at Tactical speed around the corner of this building to take up a position behind this wall."*

RESOLVE REACTIONS

Units on the side without initiative (referred to as "non-initiative units") may React to the Actions of initiative units within their line of sight. Reactions may take the form of fire or movement – we'll go into more detail later in the rules.

CONTINUE ACTIVATING INITIATIVE UNITS

Continue activating initiative units and resolving Reactions until all initiative units have been activated.

END PHASE: MOVE AND/OR FIRE REMAINING NON-INITIATIVE UNITS

Once all initiative units have been activated, any non-initiative units that have not Reacted may move and/or fire.



DPRG Dear Leader I and Dear Leader II Heavy Tanks credited with stopping the Republic of Arden's armored drive to relieve the town of Herret (photo: Shawn Carpenter, miniatures: Combat Wombat)

Such units may also be moved into Close Assault with opposing units within Rapid movement range.

Only Overwatch units may react to a non-initiative unit that moves in the "End Phase," although units being charged by a non-initiative unit initiating Close Assault may still perform defensive fire according to the rules for **Close Assault**.

If a non-initiative unit chooses to fire at an initiative unit, that unit may respond with fire or movement, assuming it has not moved or has Firepower dice remaining.

Overwatch units may interrupt the movement or fire of non-initiative units in the End Phase as normal – again, assuming they have the Firepower dice to do so and have not fallen off Overwatch.

START NEW TURN

Reinforcements

Roll for and/or receive reinforcements if the scenario indicates they are available.

Initiative Checks

Determine which force has initiative. See **Initiative**, pg. 38.

First Aid Checks

Perform First Aid Checks for all casualty figures. See **First Aid Checks**, pg. 65.

Arrival of Reinforcements

Some scenarios will indicate that one or both sides will be reinforced during the course of the game. The scenario will describe what sort of reinforcements will arrive, as well as when and where they will appear.

Reinforcement units always arrive at the beginning of the turn, unless they arrive as the result of a **Fog of War** card, in which case they arrive when and where the card indicates.

Some reinforcements may arrive at **Hot Spots**, as designated by the scenario.

Hot Spots

"Hot Spots" are used to randomize entry points for reinforcements. A scenario will dictate whether or not Hot Spots are in play. Unless the scenario dictates a different method, Hot Spots are placed as follows:

At the beginning of the game, the force associated with them will place five (5) Hot Spot counters on the table. No Hot Spot may be placed within 6" of another. Each Hot Spot should be labeled with a number from 1 to 5.

To determine which Hot Spot a reinforcement unit arrives from, roll 1d6.

A roll of 6 allows the player to pick which Hot Spot units arrive at.

Units may be placed anywhere within 4" of the Hot Spot. They may be placed as **Hidden** units upon arrival.

Reinforcements that arrive at a Hot Spot that is already occupied by a friendly unit may automatically **merge** with that unit if desired.

Some scenarios will specify Hot Spot locations while others will leave their placement entirely to the player's discretion. Some scenarios may use board edges and forego the use of Hot Spots all together.

Neutralizing Hot Spots

Hot Spots may be neutralized by Regular units. To neutralize a Hot Spot, the Regular unit must spend one turn stationary and in contact with its counter. Neutralized Hot Spots are removed from the table.

If the reinforcing player rolls a neutralized Hot Spot number when checking for placement of reinforcements, those reinforcements are lost. The player may *not* re-roll for an active Hot Spot.

If a Reinforcement Roll results in reinforcements arriving at a hot spot which a unit is attempting to neutralize, the reinforcement unit can be placed anywhere within 4" of the Hot Spot as usual. The Reinforcement unit can opt to immediately initiate Close Assault following the normal procedure.

DECLARE OVERWATCH UNITS

At this time, the player with initiative must again declare which of his units will be on Overwatch for the duration of the turn. See **Overwatch**, pg. 70.

PLAY CONTINUES TO GAME'S END

Play continues until one side has met its Victory Conditions or the number of turns indicated in the scenario has been completed.

THE BASICS OF PLAY

This chapter describes the basic, recurring mechanics used in *Tomorrow's War*. The actual application of these mechanics is explained in more detail later – for now our goal is simply to introduce you to some of the fundamental concepts of the game.

THE (NEARLY) UNIVERSAL MECHANIC

Tomorrow's War has one (nearly) universal mechanic that applies to the resolution of a wide range of unit actions, ranging from determining hits against the enemy to digging in under fire: Roll a 4 or better.

If the action calls for an opposed roll, such as firing on the enemy, Roll a 4 or better *and* roll higher than your opponent.

THE (NEARLY) UNIVERSAL MECHANIC

Roll a 4+

If opposed, roll a 4+ and higher than your opponent's roll

TESTS & CHECKS

At different points in these rules, you will be asked to make checks or tests, such as Morale Tests or Quality Checks. Some tests/checks are unopposed, while others, such as Combat Tests are opposed rolls. Regardless of the source of the test, it will be resolved as described below.

Unopposed Tests/Checks

An unopposed test or check is simplicity itself to resolve. The rule in question will indicate what die to use in the test – in most cases this will probably be the unit's Troop Quality die. Roll the appropriate die type. Add any modifiers associated with the rule to the die roll. On a modified roll of 4+, your unit has passed the test or check. On a modified roll of less than 4, your unit has failed!

Opposed Tests/Checks

Opposed checks and tests are called for when units are engaged in an active contest against one another. In such cases, both players will roll the die type specified by the rule in question in an attempt to roll a 4+ as described above. The winner is the player who rolls a 4+ *and* higher than his opponent!

Die Shifts

Tests and checks will indicate what die type will be used, normally based on the involved unit's Troop Quality or Morale. Under certain circumstances, the rules will call for the die type used to shift up or down. This indicates that a die with more or less sides than the unit's normal die type is to be used for the test, changing their chances of rolling 4+.

DIE SHIFTS

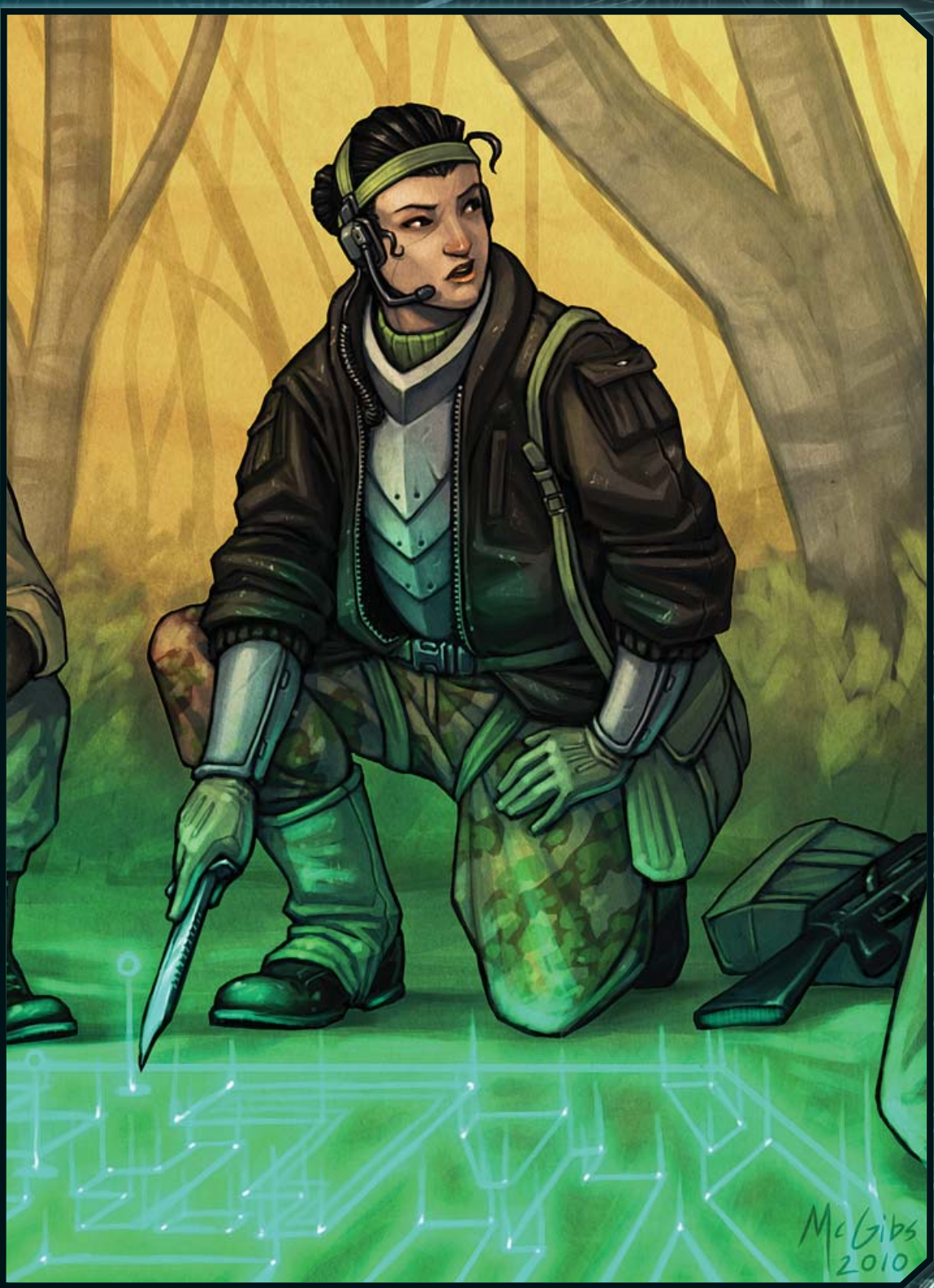
Base Die	Shifted UP	Shifted DOWN
D6	D8	–-
D8	D10	D6
D10	D12	D8
D12	–-	D10

INITIATIVE

When units with equivalent training and discipline meet in combat, initiative can be very fluid. To reflect this, an Initiative Check is made at the beginning of each turn.

To make an Initiative Check, both players roll one Initiative die for every two units in their force, rounding down (rounding cannot reduce a force to less than one Initiative die, however). The type of Initiative die rolled is determined by the Initiative Value for the force as dictated by the scenario.

Add one die for each armored vehicle (not including soft-skins, whether they are up-armored or not – treat soft-skin vehicles as infantry units for purpose of Initiative). The resulting total number of dice for infantry units and vehicles indicates how many basic initiative dice the Force has.



[The "Loot"]

BONUS INITIATIVE DICE

Per three Victory Points earned in the preceding turn (round down – applies only to the following turn): +1 die
Had initiative last turn: +1 die
More units than opponent: +1 die
For each positive leader in the force: +1 die
For each negative leader in the force: -1 die
Scenario Initiative bonus/penalty (if any): +/- X dice
Modifiers can never reduce a force to less than 1 Initiative die.

The maximum number of basic initiative dice a force may have is ten (10D).

A force's basic initiative dice may be modified by certain factors. These factors are described in the Bonus Initiative table and may raise a Force's Initiative dice above 10D. A force can never have its initiative reduced below 1D.

Both players roll their initiative dice and discard all dice with a score less than 4.

The player with the most dice with a score of 4+ has initiative for the turn. In case of a tie (or if neither player rolls any dice with a score of 4+), initiative is retained by the player who had it last turn.

Scenario briefings indicate which player has initiative on the game's first turn. Some scenarios will dictate that one side has initiative throughout the game and no Initiative Checks are required. Other scenarios may dictate that initiative changes hands if/when certain events occur during the game. In games featuring Regulars vs. an entirely Irregular force, the Regulars always have Initiative. Certain Fog of War cards may also dictate which force has initiative in the following turn.

Example: *The first turn of a scenario with no special initiative instructions is over and it's time to decide which force has initiative in Turn 2.*

The Red Player, who had initiative in the first turn, has 6 fireteams and 3 APCs. He gets 1 die for each two infantry units (6 ÷ 2 = 3 dice) and 1 die for each vehicle (3 dice) for a basic initiative of 6 dice. He receives 1 bonus initiative die because he had initiative in the previous turn (1 die) and his Platoon Leader is a +1 Positive Leader so he receives a bonus die for his positive Leader (1 die). Totaling up the dice, he determines he has 8 initiative dice. The scenario indicates that his force's Initiative Level is D8, so he'll throw 8D8 in the Initiative Test.

The Blue Player has ten fireteams (10 ÷ 2 = 5 dice) and six armored vehicles (6 dice). His basic initiative is thus 11 dice. A unit's basic initiative cannot exceed 10 dice, so it is reduced to 10. The Blue player outnumbers the Red player, however, which garners him a bonus initiative die that raises his total to 11 dice. The scenario indicates that his force's Initiative Level is D6, so he'll throw 11D6 in the Initiative Test.

Red rolls 8D8 and discards any dice with a score of 3 or less. He's left with 7 dice. Blue rolls 11D6, discards all dice with a score of 3 or less, and is left with 8 dice. Blue has initiative for this turn and becomes the initiative force. Red becomes the non-initiative force.

[DESIGNER'S NOTE]

WHAT DOES THE INITIATIVE ROLL REPRESENT?

In a firefight, initiative usually falls to the side whose units lay down the most aggressive volume of fire, whether that fire was effective or not. This is represented by the mechanic described above in which a Quality Die is rolled for each unit – the side with the most successes has more units enthusiastically (or desperately) "pouring it into" the enemy.

ACTIONS AND REACTIONS

Combat in *Tomorrow's War* is very dynamic. Players will rarely if ever find themselves sitting around eating popcorn and waiting for their next chance to get involved in the game. The force with initiative will enact their plans of attack, while their opponent will actively attempt to thwart them. Players must adjust to a shifting pattern of actions and reactions.

In game terms, the ebb and flow of combat during a turn is represented by **Actions** and **Reactions**. In the most basic terms, the force with initiative performs Actions and his opponent Reacts to them.

Initiative and Non-Initiative Units

Units belonging to the force with initiative are referred to as "initiative units." Units belonging to the force without initiative are called "non-initiative units."

Actions

When an initiative unit is activated, it must announce what Actions it will take and in what order. It may move, fire, move and fire, fire and move, etc.

Some actions may be taken in conjunction with others in a turn, such as Move and Fire/Fire and Move. Others, such as Request Air Support, have limitations which are described in the appropriate rules section.

Units may not React to Actions marked with an asterisk. If movement is taken as part of a unit's action, the controlling player must indicate where it will move and what its path of movement will be.

Reactions

While the force with initiative sets the pace of the turn, opposition units are unlikely to sit idly by and allow them to maneuver and fire with impunity. They will take actions to counter the enemy's plan as it unfolds by moving to avoid contact or laying down defensive fire.

When the player with initiative announces that he is activating a unit to move and/or fire within line of sight of opposing units, those units may choose to **React** with fire or movement of their own. These **Reactions** may result in an exchange of fire (called a **Round of Fire**) or a frenzied rush for cover.

REACTIONS

Move
Fire
Spot Hidden Units & Fire at Them
Request Air Support*
Request Artillery*
Close Assault Infantry
Close Assault Vehicle

*Units may not React to Reactions marked with an asterisk.

ACTIONS

Move
Fire
Move & Fire
Fire & Move
Go On Overwatch (at start of turn)*
Request Air Support*
Request Artillery *
Hide*
Spot Hidden Units*
Spot Hidden Units & Fire at Them
Place Breaching Charge
Close Assault Infantry
Close Assault Vehicle

*Units may not React to Actions marked with an asterisk.

If a unit chooses not to React, it can only roll its normal Defense against an enemy unit's attack – it may not return fire or move to safety. Units may choose this option in order to avoid the movement and fire penalties associated with Reactions (or to fulfill a scenario's victory condition), but the choice is a risky one.

As an initiative unit is activated and declares where it intends to move and at what units (if any) it intends to fire on, the non-initiative player must declare which of his units React. This Reaction declaration must indicate what Reaction each unit is taking. If non-initiative units are engaging moving initiative units with fire, they must announce at what point in that unit's movement it will occur.

Example: *Red force, with initiative, announces that he's going to activate a tank and move it around the corner of a building. This move is in line of sight of a Blue Force AT team and will bring the tank into line of sight of a Blue Force infantry unit on the other side of the building.*

Blue force announces that he's going to React by having his AT team fire at the Red Force tank as it comes side-on to the team and that his infantry unit is going to attempt to move to a position where the tank won't be able to see it when it rounds the corner).

The Reaction Test

Reaction Tests are performed when a non-initiative unit Reacts to an initiative unit's Action. Both units roll their Troop Quality die. The unit which passes the test by rolling a 4+ *and* higher than its opponent wins the Reaction Test. In the case of a tie of any sort, including both units failing to roll a 4+, the initiative unit acts first.

Units who have made a Rapid Move during a turn receive a -1 to their die roll when taking a Reaction Test.

Reaction Movement

Non-initiative units may choose to React to the activation of an initiative unit within their Line of Sight by moving. They may make a Tactical or Rapid move, as desired. A Reaction Test must be made to see if the Reaction move occurs before the initiative unit can perform its declared actions (See **Reaction Tests**).

A non-initiative unit can avoid being fired at if its Reaction movement takes it out of the firing unit's line of sight.

A unit may only make one Reaction move per turn.

Reaction movement may result in the target unit taking fire if it loses the Reaction Test or is unable to get out of the firing unit's LOS. Units making a Reaction move can also be fired at by enemy units on Overwatch.

Example 1: *Non-Initiative Unit Wins Reaction Test*

A player fielding a DPRG force has initiative. He activates one of his machine gun teams and declares that it is going to fire at a FFL fireteam in a nearby courtyard. The FFL player announces that the fireteam is going to React by trying to move out of LOS. A Reaction Test is made, which the FFL player wins. He is able to move his fireteam into a position that is out of the DPRG MG team's LOS, so it is unable to engage them with fire.

Example 2: *Initiative Unit Wins Reaction Test*

As above, but this time the FFL team loses the Reaction Test. The DPRG MG team fires first in a Round of Fire with

REACTION TEST RESULTS

Both involved units roll their Troop Quality die.
The unit which passes the test by rolling a 4+ *and* rolls highest wins the Reaction Test. In the case of a tie of any sort, including both units failing to roll a 4+, initiative unit acts first.

Units on Overwatch receive a +1 to their die roll

Infantry/Mounted Units making a Rapid Move receive a -1 to their die roll

Vehicles which are Buttoned Up receive a -1 to their die roll

Vehicle traveling at Rapid speed receive a -1 to their die roll

Modifiers are cumulative.

The inititiative unit may complete his declared actions unless combat results prevent it.

the FFL fireteam. Any FFL fireteam members who are capable of movement at the end of the Round of Fire may then move.

Reaction Fire

Non-initiative units may choose to React to the actions of an initiative unit within their Line of Sight by engaging it in a round of normal or Suppression fire. As with Reaction movement, a Reaction Test must be made to see if the Reaction fire occurs before or after the initiative unit's declared action (See **Reaction Tests**).

If the non-initiative unit wins the Reaction Test, the Round of Fire will be resolved before the initiative unit performs its declared actions. If that action is to return fire, the non-initiative unit will fire first in the Round of Fire.

If the initiative unit wins the Reaction Test, the initiative unit will fire first in the round of fire.

Non-initiative units lose one die of firepower for each reaction fire they declare after the first. Non-initiative units may continue to React with fire as long as they have remaining Firepower dice.

Non-initiative units that fail to win a Reaction test may not React for the remainder of the turn and may only return fire if fired upon (a Reaction test is still made to determine who fires first in the round of fire, though).

Note that ***Irregular*** units may only React with fire once per turn.

Example 1: *Non-Initiative Unit Wins Reaction Test*

A player fielding a DPRG force has initiative. He activates one of his machine gun teams and declares that it is going to fire at a FFL fireteam in a nearby courtyard. The FFL player announces that the fireteam is going to React by trying to take out the MG team by firing first. A Reaction Test is made, which the FFL player wins. He is able to engage the DPRG MG team first, and in the round of fire eliminates the crew.

Example 2: *Initiative Unit Wins Reaction Test*

The DPRG player then activates another of his units, a small group of gunmen. He declares that they are going to run from one building and cross the street to get out of sight behind another building. The FFL player announces that the fireteam is going to React by trying to shoot the DPRG soldiers as they run across the street. This time the FFL fireteam loses the Reaction Test. The DPRG unit runs across the road into the next building and is now out of LOS of the FFL. They may not, therefore, fire at the DPRG unit.

As the FFL fireteam has failed a Reaction Test, and they are a non-initiative unit, they may no longer react for the remainder of the turn, and can only return fire if fired upon.

Opportunity Fire

An Initiative Unit that has not yet been activated may sacrifice its activation for the turn to react to a Non-Initiative Unit's action or reaction.

Resolving Chains of Actions and Reactions

The Action/Reaction process is pretty straightforward between two units. During the course of play, however, it is quite common for more than one non-initiative unit to declare a Reaction to a single initiative unit's actions. This can get a little confusing, but the following guidelines should help keep everything straight:

- Remember, Reactions are declared the moment an initiative unit is activated. At that time, the non-initiative player must declare *ALL* units within LOS who will React to the activated unit.

  The only exception this rule occurs when an initiative unit moves into the LOS of a non-initiative unit that could not see it at the time of its activation. In this case, the non-initiative unit may declare a Reaction as the initiative unit moves into sight.

  A non-initiative unit's declaration of Reaction counts as a Reaction for determining Firepower even if the unit they were attempting to React to was destroyed or moved out of LOS before they could take any real action.

  Example: *A DPRG initiative unit is activated and two non-initiative FFL fireteams (A and B) announce they will React to it by firing. FFL fireteam A has a hot run on the dice and wipes the DPRG unit out. FFL Fireteam B must count its declaration of fire as a Reaction when determining its Firepower against the next unit it Reacts to – i.e., it loses a die of Firepower.*
- Reaction tests are made starting with the non-initiative unit nearest to the initiative unit being activated and working outward. Do *not* resolve the Reactions at this

time, but note which non-initiative units passed their Reaction Tests and which didn't.

- Once all Reaction Tests have been rolled, resolve Reactions in which the non-initiative units **lost** the Reaction Test. Start with the non-initiative unit nearest to the activated initiative unit and work outward, resolving each Reaction in turn.
- Finally, resolve all Reactions in which the non-initiative unit **won** the Reaction Test. Start with the non-initiative unit nearest to the activated initiative unit and work outward, resolving each Reaction in turn.

Once all Reactions have been resolved, the initiative unit may complete its activation. Remember that units lose 1 die of Firepower and 1" of Movement for each Reaction after the first!

Reaction Aftermath

An initiative unit that survives all Reactions against it without being Pinned or forced to Pull Back may finish its activation as usual. It may finish its movement and fire, minus any movement penalties or lost Firepower dice accrued for previous fire or Reactions.

Reaction Tests and Fog of War

Reaction Tests also serve as triggers for Fog of War events. If *either* player rolls a "1" on their Troop Quality die while making a Reaction Test, a **Fog of War** card is drawn and the effects are applied.

Example: *A USMC initiative unit rolls its Troop Quality die in a Reaction Test. The die comes up with a score of 1. The Marine unit's controlling player draws a Fog of War card. The card's effects are read and put into effect immediately unless the card indicates that it can be saved and played at a later time.*

Optional Fog of War

If you'd like to see more Fog of War effects in your games, try this alternative rule: At the beginning of each turn make a Quality Check for the highest Quality unit in the initiative force. If the Quality Check *fails* draw a Fog of War Card!

Line of Sight (LOS)

All infantry units have a 360 degree line of sight. Figure facing is irrelevant.

There is no "maximum visual range" unless a scenario or Fog of War card states otherwise. The boards on which the game is played are small enough that figures can see (and, indeed, fire) from one side to the other.

LOS can be blocked by terrain features, such as buildings, high walls, deep trenches, etc.

LOS is not determined on a per figure basis. LOS is traced from the rough center of the firing unit to the rough center of the target unit.

If half or more of the firing unit can see the target unit, it may fire. If less than half the target unit is visible to the firing unit, it cannot be fired upon.

Example: *A DPRG Fireteam exits a building and moves across the path of some advancing US Marines. Only one of the four DPRG troopers is in LOS of the Marines – the rest are concealed by a tall wall. Since the Marines cannot see half or more of the DPRG unit, they cannot react to it. On the other hand, since less than half the DPRG troopers can see the Marines, they cannot fire at them, either.*

When we look at the example above, it may at first seem odd to say that the Marines can see two out of six figures in a DPRG unit but cannot shoot at the unit (or at the two exposed individuals, for that matter), but it is our intention to represent a fluid combat situation. Models on the table delineate the area controlled by a unit, but do not specifically



These units do not have a clear LOS to one another because neither can see at least half of the other's miniatures (photo: Shawn Carpenter, miniatures: GZG)

represent the static location of individuals. Figure placement simply indicates that the unit is exhibiting some control of the area they are placed in.

When you embrace this idea, you'll discover it opens a wide array of tactical options and provides a far faster, smoother game than those that depend on checking line of sight for individual figures.

Note that if any portion of a vehicle or single figure unit is visible to an enemy unit, they are in LOS. A vehicle's position at the end of its movement or reaction is considered its chassis orientation for firing or receiving fire (in other words, the way the vehicle sits determines whether shots are against its front, side, or rear).

Line of Fire (LOF)

A unit must have a clear line of sight to a target to fire at it. If there are other units or civilians between the firing unit and the target, Line of Fire (LOF) must also be considered.

LOF is a line traced from the middle of the firing unit to the middle of the target unit. Any units or civilian stands within 2" of this line and at the same elevation are considered to be "in the line of fire."

Units or stands that are within 2" of the LOF of a target unit at a higher or lower elevation than the firing unit are not in the line of fire.

Example: *An initiative unit is firing at a sniper on a roof top. Another initiative unit is directly in front of them at street level. Since they are firing over the heads of the intervening unit at a target above them, the street level unit is not considered to be in the line of fire. The initiative unit can engage the sniper.*

Most units may not fire at a target if other friendlies are in the line of fire (i.e., within 2" of their LOF). They may fire if civilians are in the LOF, but they have a chance of hitting them (See **Civilians on the Battlefield**, pg. 160). Note, however, that some scenarios may forbid fire that might injure civilians.

Irregulars may fire at targets regardless of whom or what is in their LOF unless a scenario restricts them, but have the same chance of injuring friendlies as described in **Civilians on the Battlefield**.

Regular units may not fire directly through another unit at the same elevation.

Example: *A unit of DPRG Guards wants to fire at some Marines. Unfortunately, a second Guard unit is directly between them and their desired target. The Guard units and the Marines are all at street level, so the second Guard unit blocks the first unit's fire.*

Fog of War Cards

"Fog of War" is a term used to describe the tendency for things to become confused and unmanageable on the battlefield. Fog of War cards simulate this effect by providing an opportunity for unpredictable challenges or opportunities to arise.

In *Tomorrow's War*, a player draws a Fog of War card if he rolls an unmodified "1" on a Reaction Test. The Fog of War card will indicate whether the player must play the card immediately or may hold it in his hand and play it later.

Fog of War cards may affect either or both players – the card drawn will indicate which force will suffer (or enjoy) its effects.

Some scenarios will dictate that Fog of War cards should be drawn at the start of the game or when certain milestones in the scenario are met – others may dictate that no Fog of War cards are used, even if a "1" is rolled on a Reaction Test.

Movement

When a player decides to move an activated unit, he must declare what unit he's moving and at what movement rate. All units have two movement rates, Tactical or Rapid. If he doesn't declare a movement rate, it's assumed the unit is moving at Tactical speed.

Movement may be restricted or modified by **Terrain Effects** (see pg. 88 for details) or scenario specific conditions.

Movement Rates

All units have two Movement Rates: Tactical and Rapid.

Tactical Movement

Tactical Movement allows units to take advantage of available cover and carefully assess their surroundings for threats. Units making a Tactical move suffer no Reaction Test modifiers.



[Load Bearing Exo]

Infantry units may make a Tactical move of up to 6".
Mounted units may make a Tactical move of up to 8".
Vehicles may make a Tactical move of up to 10".

Rapid Movement

Units that move more than their allotted Tactical Movement in a turn are using ***Rapid*** movement.

Units may make a Rapid move and then fire, but may *not* fire and then make a Rapid move. It is much easier to dash into position and start firing than it is to disengage at a sprint.

Units that have moved rapidly receive a -1 penalty to all Reaction Test die rolls and lose one die of Firepower.

Rapid moving units are also extremely vulnerable to fire, so units attacking them receive an additional die of Firepower.

Infantry units may make a Rapid move of up to 12".
Mounted units may make a Rapid move of up to 16".
Vehicles may make a Rapid move of up to 20".

Default Movement Rate

People who want to survive on the modern battlefield tend to move cautiously. To reflect this, all units have a default movement rate of ***Tactical***.

Moving Units on the Table

To simplify movement, *Tomorrow's War* bases unit movement on the position of a unit's leader. To move a unit, simply measure movement for the unit's leader and then place the members of his unit within cohesion distance around him.

Out of Contact Movement

Out of Contact Movement may only be utilized by units designated by a scenario. Generally, units capable of Out of Contact Movement will be local guerrillas, special forces units, or Irregulars under the command of an attached leader.

Out of Contact Movement is generally only allowed for one side in a scenario and may only be used while that side is the non-initiative force.

A unit capable of Out of Contact Movement that is not currently visible to any initiative unit, i.e., no initiative unit has an open Line of Sight to it, may move anywhere on the table as long as it can trace a path from its current position to the spot it wishes to move to without crossing any initiative unit's line of sight. Note that aerial sensor drones belonging to the initiative force will prevent Out of Contact Movement altogether.

Units utilizing Out of Contact Movement must end their movement before they enter an initiative unit's line of sight.

This unrestricted movement is meant to represent the uncertainty of local force dispositions until the initiative force is able to fix their actual positions by moving into contact or through aerial reconnaissance.

Jump Movement

Some units are capable of moving across the battlefield in great leaps and bounds that may carry them over terrain features that might be impassable to other troops. A unit's jump capability may be derived from a special exoskeleton, forced thrust, limited anti-grav, or, in the case of some aliens, simple biology.

As a rule, Jump capable troops may make a Tactical Move of up to 8" and a Rapid Move of up to 16."

Jump moves may take the troops across any horizontal barrier in their path (trenches, gorges, rivers) or over vertical obstacles (walls, cliffs, buildings) unless a scenario indicates that such terrain features are impassable to jump troops.

Jumping troops are a difficult target, so units firing at them suffer a -1 Firepower Die penalty.

Units who are jumping have a lot on their mind (maintaining proper thrust, clearing any obstacles, landing safely), so they are a bit distracted while in the air. As a result, units who perform a jump move (whether Tactical or Rapid) suffer a -1 penalty to their Reaction Check rolls.

UNITS & LEADERS

The *unit* is the basic "playing piece" in *Tomorrow's War*. Players activate units to perform actions or react to their opponent's units. Units generally represent an infantry fireteam, weapon team, or an individual vehicle.

Leaders are usually an inherent part of a unit, as in fireteam leaders, but may also represent an additional command asset external to the fireteam (such as a squad or platoon leader) or even a free-roaming personality that might take control of different units during the course of a game (such as an insurgent leader).

The following rules explain the structure and characteristics that define the nature of units and leaders.

UNIT TYPES

There are three basic unit types in *Tomorrow's War*: Regular, Irregular, and Robotic.

Basic unit types are defined below:

Regulars are "professional" soldiers who have received formal military training, are under military discipline, and function as a cohesive group on the battlefield. Regulars might include members of a national army, Special Operations forces, paramilitary law enforcement groups (such as SWAT or Hostage Extraction Teams), or professional mercenaries.



Regular troops could be professional soldiers, well-trained paramilitary units, or even mercenaries (photo: Piers Brand, miniatures: Foundry & Old Crow)

Most units in a *Tomorrow's War* game will be Regulars.

Irregulars, on the other hand, are combatants with minimal military training and discipline. They tend to fight in mobs or loosely affiliated packs rather than organized units and only recognize the command of those with sufficient firepower or force of will to intimidate and/or inspire them. Irregulars are generally untrained and poorly disciplined troops who might be highly motivated by religious and/or political zeal but are just as likely to be sullen and resentful. Examples of Irregular troops include conscripted soldiers, local militia, criminal gangs, and local insurgencies.

Irregulars may occasionally be led by Regulars, but Irregular troops cannot be integrated into a Regular unit. Irregular units may fight alongside Regular units on the same side in a scenario.

Irregular troops will generally be encountered in Mixed Force scenarios or when pitted against each other. If a *Tomorrow's War* scenario pits a Regular or Mixed force against an opponent force comprised solely of Irregulars, the Irregular force may *never* be awarded initiative.

Robotics may be autonomous, semi-autonomous, or purely remote controlled. Their behavior differs according to their level of sophistication. See **Robots and Drones** for more information.

The Rule of Equivalency

When two forces of equivalent nature are pitted against each other (i.e., Regulars vs. Regulars or Insurgents vs. Insurgents), use the standard rules to resolve the engagement.

In engagements that involve disparate troop types (i.e., Regulars vs. Irregulars or even Regulars vs. Regulars & Irregulars), the Irregular troops are subject to the special

WHAT ABOUT ALIENS?

Unless otherwise noted, Alien units will belong to one of the same three basic unit types as humans: Regular, Irregular, or Robotic.



Irregular forces might include rebels, criminal gangs, militia troops or bandits (photo & miniatures: Pig Iron)

We were conscripts, raised up to fill the ranks of the Archenault Farm militia. We hero worshipped the "real soldiers" of the ANG who showed us which end of the FAMAS to point at the dinks and taught us how to tell the friendly and enemy APCs apart. We got pretty confident because we had these fire-eaters looking out for us. Then The Legion showed up and made the ANG boys look like kids playing at war. That's when we realized how screwed we were. We knew then that the ANG were going to be too busy trying to stay alive themselves to hold our hands.

Anton LeChef, Sergeant in the Archenault Militia, later Captain in the Republic of Arden National Guard (ANG)

rules governing Irregular initiative, actions, leadership, and morale. Games of this sort fall into the category of ***Asymmetric Operations***.

UNIT CHARACTERISTICS

All units in *Tomorrow's War* share certain characteristics. These characteristics differentiate units from one another and give a fighting force its character. Unit characteristics include Troop Quality, Morale, Confidence Level, and Supply Quality.

Troop Quality

Troop Quality is a measure of a unit's combat capability. Troop Quality indicates the level of training and discipline for most units, but it might also represent more exotic unit characteristics, such as bio-engineering, cybernetic enhancement or inhuman ferocity.

Each unit will have a Troop Quality die type associated with it. This is the type of die thrown by the unit when it makes the various Troop Quality Tests required by the rules.

Units in most military forces will have a Troop Quality of D8 or higher, but may include some "green" D6 units. The vast majority of troops in standing armies should have a Troop Quality of D8.

Veteran (D10) units should be rare. Elite (D12) individuals, naturally suited for a life of combat, may be found leading or supporting Veteran units, but so-called "Elite" units usually consist of Veteran quality troops who have been augmented through bio-engineering, cybernetics, or a mixture of the two.

Elite units should only be found in special purpose, hand-picked organizations.

Irregulars may never have a Troop Quality higher than D10 and the majority of Irregular units are Troop quality D6 untrained units.

When designing scenarios of your own, keep in mind that a one-step difference in Troop Quality is significant. Veteran units pitted against Trained units, for instance, can count on winning most Reaction Tests, benefiting more from cover and concealment, and creating more casualties with their fire.

A two-step difference, such as Green/Untrained units against Veterans or Trained units against Elites, will result in an extremely one-sided engagement unless the superior Troop Quality units are grossly outnumbered.

Examples of Troop Qualities

- **Green/Untrained Units:** Armed civilians, police, rebels, poor quality military units, conscripts, and most third-world and colonial military units.

TROOP QUALITY DICE EXAMPLES

Untrained/Green Troops: TQ D6, variable Morale. Low Confidence

Trained, Low Experience Troops: TQ D6, variable Morale, Confident

Trained/Moderately Experienced Troops: TQ D8, Morale D8, Confident

Veteran Troops or Troops w/Advanced Training: TQ D8, Morale D10, High Confidence

Elite Troops w/Special Training, Extensive Experience: TQ D10, Morale D12, High Confidence, Default to Abundantly Supplied

Hand-Picked Elite Operators w/Special Training, Extensive Experience, and Natural Aptitude: TQ D12, Morale D12, High Confidence, Default to Abundant Supplies

Elite Operators would normally only be encountered singly, in pairs, or in a fireteam at most.

- **Experienced/Trained Units:** Regular military formations, including Marines and Rangers, police SWAT teams, some standing colonial armies, and experienced "freedom fighters" or terrorists.
- **Veteran Units:** As Trained units above, but with extensive and intense combat experience. This category is also home to special operations units, such as the legendary SAS, SEALs, or French Foreign Legion – although many of these units may be led by soldiers of Elite Troop Quality.
- **Elite Units:** Among humans, only a few gifted individuals reach this level of combat ability naturally. The vast majority of truly Elite units are comprised of genetically modified and/or cybernetically enhanced soldiers who have proven themselves worthy of the expense necessary to convert them into purpose-built soldiers.

Li was struck by one of the French war criminals' big sniper rifles and we were all splattered with his blood and tissue. Pak, the meekest of soldiers in our squad rubbed blood from his eyes and stared at it with an expression I've never seen before. He turned to me and said calmly, "This is unacceptable." He then dashed out from behind our Angry Hawk and ran to cover nearer the criminals and engaged them with his rifle. The rest of us followed. Later, after the fighting that day, I learned that Pak had killed three of the criminals with his rifle and two more with his shovel. Such is our exuberance for our dear Life President that even the meekest among us is a tiger in his cause.

Cpl. Shin Jung, Democratic People's Army of the DPRG

MORALE

A unit's Morale rating reflects how motivated and eager (or resigned and fatalistic) it is to fight and continue fighting when things get dicey. Units with higher Morale ratings are less bothered by set-backs and casualties and are more likely to keep fighting in the face of hardship. Low Morale units may show their heels at the first sign of trouble.

There's no real relationship between Morale and Troop Quality – a unit with Elite Troop Quality may have low

MORALE DICE

Low Morale – D6
Average Morale – D8
Good Morale – D10
High Morale – D12

Morale because they've been in the field too long or have lost their favorite squad-mate. A mob of rabble might be so inspired by a charismatic leader that they're willing to face certain death to follow his commands.

There are four Morale ratings: Low, Average, Good, and High. Each Morale rating has a Morale Die associated with it.

Confidence Level

A unit's confidence level reflects how much faith they put in their gear and/or the plan for their current operation. The more confident a unit is, the more likely they are to trust their equipment and leadership. The less confident they are, the less likely they are to put themselves at risk by relying on a plan or piece of equipment to actually work as intended.

Confidence isn't the same as Morale. High Morale units might have a very low confidence and vice versa.

Confidence Level is used to determine whether a vehicle crew decides to bail when the going gets hot or how well an infantry unit reacts to certain battlefield conditions, such as concentrated machinegun fire.

There are three levels of confidence:

- **Low Confidence:** Low Confidence troops or crews are certain that their armor, weapon, or tactics will fail at the worst possible moment. They're unlikely to stay in a vehicle under fire or try risky maneuvers in the face of heavy weapon fire. Their motto is "Better safe than sorry."
- **Confident:** Confident troops are fairly sure that things are going to work out for them and that gear and plans will function as advertised. They're not likely to bail out of their vehicles at the sound of the first angry shot or to give up on a maneuver just because the going gets a little tough. This is the default confidence for all units unless a scenario dictates otherwise.
- **High Confidence:** High Confidence troops are sure that their gear and plans are first rate and more than a match for anything the enemy throws at them. They're likely to stay at their tank's guns no matter what the enemy throws at them and they certainly won't let a little thing like machinegun fire or mines keep them from advancing as needed!

As noted above, *Confident* is the default confidence level for all units in a game unless a scenario dictates otherwise. Force Lists may also indicate normal confidence levels for units from certain forces at different times in their history.

I saw the American Marines make a dash across the street while the dink MG hammered away at them. They didn't seem to run particularly fast and were only slightly hunched over, probably more to the load they were carrying than out of concern for getting hit. I thought, hell, if the Yanks can do it, so can we. I shouted for my boys to follow me but we didn't get more than a couple of feet into the road before they decided they were fine where they were until the Yanks shut that MG down.

Anton LeChef, Lieutenant and later Captain in the Republic of Arden National Guard (ANG)

Supply Quality

The quality and quantity of a unit's supplies has a large impact on its performance on the battlefield. Units with limited ammunition will be miserly with their fire, possibly to their detriment, while those that have been subsisting on sub-standard or spoiled rations are certainly not at their most combat effective.

There are three levels of supply quality: Poorly Supplied, Normally Supplied, or Abundant Supplies. The effects of each are described below:

- **Poor Supplies:** Poorly Supplied units have limited ammunition, poor rations, a shortage of water, or any number of other logistical shortcomings that might adversely affect their combat effectiveness.

Give 'em hell, boys! The drop is in and we got bullets to burn!

SSgt. Dan Gurule, US Army, Battle of Juarez

In game terms, Poorly Supplied units lose a die of Firepower.

- **Normal Supplies:** Normally Supplied units suffer no disadvantages and gain no advantages over other units.
- **Abundant Supplies:** Units with Abundant Supplies have pouches full of ammunition and bellies full of decent rations. They have all the "beans, bullets, and bandages" they need to take it to the enemy in style. In game terms, units with Abundant Supplies gain a die of Firepower.

Some scenarios will indicate the supply quality of one or both sides – if supply quality isn't defined by a scenario, then all units default to Normally Supplied.

Example 1: *A fireteam with Normal Supplies consisting of four riflemen has a basic Firepower of 4.*

Example 2: *A fireteam with Poor Supplies consisting of four riflemen has a basic Firepower of 3.*

Example 3: *A fireteam with Abundant Supplies consisting of four riflemen has a basic Firepower of 5.*

Tech Level

"Tech Level" describes how advanced a force's weapons, armor, and sensors are. There are three Tech Levels, with Tech Level 1 (TL1) being the lowest and Tech Level 3 (TL3) being the highest. The baseline Tech Level for Earth's developed nations in the era in which *Tomorrow's War* is set is TL2.



Obsolete Type 88 Shouting Dragon APCs in use by the DPRG 77th Home Guard (photo: Shawn Carpenter, miniatures: GZG)

The Tech Levels are roughly described as follows:

Tech Level 1: Outdated. Embodying last generation's wonders, faded by the passage of time and the advances of science and technology, this Tech Level is still the norm for Third World nations on Earth and many underdeveloped or poorly supported colonies.

Tech Level 2: Contemporary Technology: Good, solid technology that is the norm for most First World Earth nations and wealthy or well-supported colonies.

Tech Level 3: Bleeding Edge Technology. This is the future's tech, today. This level of tech is only found in the hands of Earth's most wealthy and powerful nations.

The Sliding Scale of Technology

So, what adjustments do you make if you decide to base your games in the far future rather than the near future? Do Tech Levels top out at Tech Level 3? Of course not – because technology is on a sliding scale!

Whatever level of technological development represents the norm in your vision of the future is classified as Tech Level 2. For some settings, this may mean that tracked vehicles and rail guns are TL2 for some settings, while anti-grav vehicles and energy weapons are TL2 in another.

Tech Level Related Unit Attributes

There are four Tech Level related unit stats: Weapons, Armor, Stealth, Sensors. Unless otherwise noted, a unit defaults to its forces primary TL.

***Weapons*:** Higher TL weapons tend to be combat multipliers, either due to their increased accuracy, lethality, or simplicity of use.

***Armor*:** Higher TL armor tends to soak up more damage with less weight. Units with no armor at all default to TL1.

***Stealth*:** Most units have some stealth capability, either in the form of camouflaged uniforms or more active systems, such as optical image camouflage. The higher the TL of the stealth systems, the more effective they are.

***Sensors*:** Combat sensors can range from advanced optics to high and low frequency light and noise scanners or chemical sniffers. The higher the TL of the sensor suite, the more likely they are to detect stealthy units or other battlefield targets.

Contests between Varied Tech Levels

Forces in *Tomorrow's War* have a basic, default Tech Level that describes their overall level of technical advancement. In some cases, specific units may be outfitted with gear of varying Tech Levels – a unit's weaponry may be more advanced than its armor and sensors, for instance.

When opposed rolls involving multiple dice (combat rolls, for instance, or ECM rolls) are called for between units with differing Tech Levels, subtract the low TL from the high TL. The difference is the number of extra dice the higher TL will throw in the contest.

The appropriate tech attributes should be matched. If a unit is utilizing stealth technology, the tech level of that technology should be compared to that of their opponent's sensors. In combat, the weapon tech of the firing unit should be compared to the armor tech of the unit receiving their fire.

Example: *A TL2 unit is firing at a TL1 unit. Subtracting 1 from 2 equals 1, so the TL2 unit throws 1 extra Firepower die in its attack.*

We almost felt bad for 'em, the poor devils. They were awfully sure of all that armor, three track-laying tanks and four APCs. They just rolled up the hill at us in a big skirmish line, belching diesel smoke. Lord, when's the last time you smelled that? Anyway, Boylan fired the first Harridan AT missile when they were still a thousand meters out. The lead tank took it right in the glacis and just vanished in a geyser of flame, smoke, and junk. Three-and-a-half-minutes later all seven vehicles were flaming smudges in the snow and the infantry smart enough to bail out of their APCs before they were hit were sprinting in the opposite direction. We let 'em go.
That was the Battle of Hill 301.

Sgt. Bryce Coughlin, British Royal Marines

Combat & Tech Levels

As described above, units with superior technology have an advantage over those with less advanced systems. In combat, this effect requires a little more definition.

When units with different Tech Levels of armor and weapons engage one another, compare those Tech Levels and subtract the low TL from the high TL. If the firing unit's weapons have the higher Tech Level, it will receive a number of Firepower dice equal to the difference between the two Tech Levels. If the target unit's armor has the higher Tech Level, it receives a number of Defense dice equal to the difference between the two Tech Levels.

Unarmored units are assumed to have an armor value of Tech Level of 1, regardless of the Tech Level of their other gear.

Example: *A unit of mercenaries known for stealthy infiltration and sabotage has TL3 Stealth & Sensors, but their weapons and armor are TL2.*

UNIT COHESION

Under normal circumstances, all figures in a unit must remain within 1" of one another.

A unit may be spread more thinly and still effectively occupy and hold defensive positions. While wholly occupying a defensive position a Regular unit's cohesion distance is expanded to 2".

Units that break cohesion due to movement or terrain must regroup to restore it in their next activation.

SPLIT UNITS

Units may divide into smaller elements at the start of their activation. Only one element of a unit may move and fire during the activation that the unit is split. From that point on, each element is treated as a separate unit for the purposes of movement and fire.

Split elements may merge to reform their unit at the beginning of any subsequent turn.

MERGING UNITS

Units may merge to form a larger unit if one of the merging units has been reduced to half strength or less. Single figures may also merge with a friendly unit.

OPTIONAL RULE: UNITS WITH VARIED TROOP QUALITY/ MORALE VALUES

The "Merging Units" rule can be used to represent units comprised of figures with varying Troop Quality and Morale values and was designed to provide a quick, easy method to handle that situation. If you wish to model the impact of differing TQ/Morale values more closely, however, you can use this optional rule:

In a unit with varied TQ/Morale values, use the appropriate die type for each figure when making rolls based on TQ/Morale. Use the TQ of the majority of the unit for Reaction Tests and Optimum Range for the unit. If there is an even split, use the lowest value.

Example: *A unit consists of four riflemen and a fireteam leader. Three of the riflemen and the fireteam leader have a TQ/Morale of D8/D10. One of the riflemen has a TQ/Morale of D10/D8.*

For Reaction Tests and Optimum Range, the majority TQ of D8 will be used for this unit. When determining their Firepower for an attack, the unit would roll 4D8 +1D10. In a Morale Check, the unit would roll 4D10 +1D8.

The **Who Got Hit?** *(see pg. 64) rule can be used to determine if the stand-out figures become casualties.*

To merge, figures in both units must be within unit cohesion distance at the beginning of a turn.

Merging units are not required to have the same Troop Quality or Morale. Units with different Troop Quality and Morale ratings use the values associated with the majority of the figures in the new unit. If there is an even split, use the lower of the two values.

Irregular units may not merge with Regulars, although Regular Leaders may attach themselves to an Irregular unit and act as its leader.



Mercenary troops move through a war-torn city supported by a Heavy Autonomous Gun Platform (photo & miniatures: Micropanzer)

LEADERS

Leaders may move freely about the table. They are not subject to Unit Cohesion rules. However, leaders who are not within cohesion with a unit may not act as its leader unless it is established in the scenario (or in the unit's notes) that he has the capability to contact units by radio, cell-phone, HUD, etc.

Leader figures are more critical to Irregulars forces than to Regulars.

Regulars have an established chain of command and when a leader is lost, a subordinate is there to take over his role. Some leaders have a positive or negative effect on a unit's Combat Stress Level.

Leadership in Irregulars forces tends to be based on force of personality or charisma – without a leader, Irregular units become hesitant and indecisive. This is reflected in the fact that Irregulars must make a Troop Quality test to perform any action if they do not have a designated Leader figure attached.

There is no limit to the number of Irregulars that a single Irregular Leader may have in his Unit.

Effects of Leaders

If a leader's morale rating differs from the base morale of the unit he is attached to, the unit uses his morale for checks rather than their own.

Any unit within LOS of a "higher command" leader must use his morale rating rather than their own when taking morale based tests.

Example: *A fireteam has a Morale of D8. They are in LOS of their Squad Leader, who has a Morale of D10. The fireteam will use his Morale for Morale tests as long as he is within LOS. Note that if the squad leader had a Morale of D6, the fireteam would have been forced to use a lower Morale for Morale tests.*

Positive and negative Leaders, identified in scenario briefs, can raise or lower a unit's Combat Stress.

These rules apply equally to infantry and vehicle leaders.

Leaders Joining a Unit

A separated leader may join any unit it pleases by moving into cohesion with that unit.

If the unit the leader joins has already been activated in the turn he joins it, the unit and leader may perform no further actions. Both the unit and the leader are finished for the turn.

If the unit has not been activated before the leader joins it, it may be activated later in the turn but may only fire, not move. The leader joining the unit counts as the unit's movement.

Unit Attributes

Some units have inherent capabilities or characteristics that stand them apart from others. We refer to these as "Unit Attributes."

Unit Attributes may take the form of an attached asset (such as a medic or scout), special training (engineers, for instance), or a "psychological" effect (like improved Morale against a hated enemy). The chapter on Unit Attributes contains a selection of common attributes, but it is not an exhaustive list. More attributes will likely be described in future companion books – and players are free to devise their own, as well.

Sample Unit Attributes can be found in ***Appendix 1: Unit & Vehicle Attributes.***

Differentiating Between Special Figures

While not as big a problem with 20-28mm figures, it can sometimes be hard to tell the difference between 15mm figures, especially at table distance. This can be a problem for the Irregulars player, as it's important to know which Irregulars are leaders and which are carrying support weapons.

We solve this problem by painting a colored dot on the back of the bases of our special figures: Yellow for leaders, red for support weapons.

Feel free to use whatever method you wish to identify your own figures, but the colored dots have worked quite well for us!

Alternate Basing

Many *Tomorrow's War* players may already have figures based on multi-figure stands for use with other games. This basing method works perfectly well with *Tomorrow's War*, so there's no need to rebase your existing armies or replace them with new figures. Simply treat each stand as a fireteam and keep track of how many casualties it has taken.

INFANTRY COMBAT

The Kalashnikov Advanced Combat Rifle 200, the AK-200 as its better known, is the perfect example of what can be done for a low budget but maximum efficiency. The weapon is a standard assault rifle, using caseless 9mm ammunition within a virtually indestructible body. The weapon is rugged in the extreme. You can drop it off a cliff, bury it in the Martian dust, dunk it in an ocean, sink it into mud and the gun will come out and fire first time, every time.

It is the perfect weapon for low quality troops. It needs virtually no attention. It is easy to break down and maintain. It has very few parts and is simple throughout its construction. It can be made from whatever material is available – poly-carbons, ceramics, polymer, metal, plastic composites – whatever a colony has to hand, it can arm itself with the AK-200 design, and more importantly, it can make them itself with the most basic of equipment.

While it may lack the range and finesse of other weapons, its ease of use and long lifespan make it the ideal weapon for low budget armies and insurgencies.

This gun will usually outlive its user. Study it closely; it will be firing at you.

Gunnery Sergeant Josephine Marcia,
OPFOR Weapons Trainer, Quantico

FIRE COMBAT

Fire Combat occurs whenever one unit takes another under fire. In the following section, you'll find a description of how Fire Combat is resolved in *Tomorrow's War.* You won't find a lot of charts, tables, and weapon lists, though.

Tomorrow's War puts less emphasis on the specific weapons used in a firefight than on the skill and training of the combatants using them. Rather than focus minutely on the individual characteristics of weapons, comparing one weapon's range, reliability and accuracy to another's, we assume that all classes of weapons designed to perform the same battlefield tasks are basically analogous – it is the man using the tool that makes the difference.

Low Troop Quality units may be using "better" weapons than a higher Troop Quality unit, but it's doubtful that the differences in weapon performance will make up for the disparity in training and experience. On the other hand, high Troop Quality units are familiar with their weapons and know how to take advantage of their strengths and compensate for their weaknesses.

ROUNDS OF FIRE

When a unit reacts to fire from another unit by firing back, it is referred to as a **Round of Fire.** Make a reaction Test to determine which unit fires first in a Round of Fire.

When one unit engages another with fire, either as an Action or Reaction, a Reaction test is made to see which unit fires first. The unit that passes the test with the highest die score will fire first. In the case of a tie (or if neither side passes the test with a 4+), the initiative unit will fire first.

The side that fires first will resolve its fire as described in **Resolving Fire Combat**, below. If the unit receiving fire first survives, it will return fire unless it has suffered some morale effect that prevents it from doing so, has been completely wiped out, or has no remaining Firepower dice.

When both units have fired, the round of fire is complete.

Note that irregular units may only participate in a round of fire that they have initiated by action or reaction. Otherwise, they must receive fire without responding to it. Since an irregular unit can only be activated or react once per turn, they can only engage in one Round of Fire per turn.

RESOLVING FIRE COMBAT

To resolve Fire Combat, both units involved determine how many dice they have in Firepower and Defense. Each unit rolls the appropriate number of Troop Quality dice and discards any dice with a score lower than the target number (4+). The defender matches his Defense dice to the attacker's Firepower dice, attempting to equal or exceed the score on each dice. Any die which the unit being fired on *cannot* equal or exceed causes a casualty.

DEFENSE

Basic Defense

A unit's basic Defense is equal to the number of figures in the unit or the number of Firepower dice with which it is being attacked, whichever is less. Extra Defense dice for armor or cover are then added to the basic Defense to determine the unit's final defense value. The type of die thrown is determined by the unit's Troop Quality.

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

BASIC DEFENSE

Basic Defense = Number of Figures in Unit or the Firepower of the attack against it, whichever is *less*.

Example: *A group of 8 militia soldiers is being fired on by a fireteam with a Firepower of 5D. The militiamen are moving on the other side of a brick wall and can claim Solid Cover. Since the militiamen are being attacked with a Firepower of 5D, their basic defense is 5D rather than 8D. They can claim Solid Cover, though, which bumps their defense to 6D. The militiamen have a D6 Troop Quality, so their final Defense total in this situation would be 6D6.*

Cover Dice

Although *Tomorrow's War* is played on a tabletop, the battles the games represent are not fought on one. Even the flattest expanse of steppe-land is crisscrossed with wrinkles and dotted with low rises – any one of which might provide ample cover for a unit of infantry. In other words, it must be assumed that our gaming tables contain features too small or difficult to model which might provide cover for our figures.

To represent this "invisible terrain" we assume that any unit that is not **Exposed** (see below) is taking advantage of unseen terrain features.

In instances where terrain features exist to provide obvious cover, its benefit is not determined on a per figure basis, but rather on the position of the *unit as a whole*. If half or more of a given unit is in cover, the entire unit receives the benefit of that cover.

Cover modifiers that overlap are cumulative.

Example: *Six Kingdom of Glory militiamen move into position in the cover of some low walls surrounding a fountain. 4 of the KoG militiamen make it behind the walls, but two are left in the open. Since half or more of the militia figures are in Solid Cover, the entire unit is considered to be in Solid Cover.*

Units may receive additional dice to their Defense based on any additional cover beyond the usual battlefield clutter:

In Cover (+1 Defense Die): A unit that does not move may declare that it is "In Cover." Units may get "In Cover" anywhere, even in a position that would normally be Exposed. Being "In Cover" represents a unit using all available cover to its full advantage, even if that means little more than laying a little flatter on the ground. In Cover units benefit if they're using better cover, so the In Cover bonus is applied in addition to any other cover bonuses the unit might receive for being behind Solid Cover, in a Fortified Position, etc.

Regular units are automatically In Cover on any activation that they do not move and are not Exposed.

Irregulars that have not moved during their activation and Exposed Regular units must pass a Quality Check to get "In Cover."

Pinned units may take a Quality Check to get In Cover even if they have moved. This bonus die is cumulative with other applicable Defense Dice.

Solid Cover (+1 Defense Die): Cover that has a good chance of deflecting or outright stopping bullets is considered to be Solid Cover. Some examples of Solid Cover might include concrete or adobe buildings, sand bags, stone walls, wrecked APCs, etc.

Intervening Cover: If enemy fire passes over an intervening terrain feature, such as a stone wall, an AFV, etc. to reach a unit, that unit may claim the Solid Cover bonus.

Deployed Smoke this turn (+1 Defense Die) See ***Smoke***, pg. 74.

Improved Cover (+2 Defense Dice): Cover that has been reinforced for extra protection against enemy fire – such as trenches, sandbagged walls, etc.

Fortified Cover (+3 Defense Dice): Fortifications designed specifically to provide protection from gunfire and blast effects, such as prepared trenches, log bunkers, small concrete pill-boxes, etc. Such positions are generally not available unless a scenario specifically states they are present.

Reinforced Fortification (+4 Defense Dice): Units sheltering within improved positions fortified expressly to protect them from enemy fire are particularly difficult to ferret out. Units in bunkers, fortified buildings, or improved trench networks receive the Fortified Position bonus. Such positions are generally not available unless a scenario specifically states they are present.

Exposed (+1 Firepower Die for Attacker): If a unit is in open ground and is not within 2" of a scenic piece representing cover of some sort, it is considered to be Exposed. Exposed units are extremely vulnerable to fire, so units attacking them receive an extra Firepower Die.



Troops in Light Body Armor (photo: Piers Brand, miniatures: Copplestone)

Armor Dice

Units who are wearing body armor receive additional Defense dice.

Light Body Armor: +1 Defense Die

Hard Body Armor (carapace armor, most combat environment suits, light powered armor): +2 Defense Dice

Heavy Powered Armor: +3 Defense Dice

Units wearing armor are designated by the scenario.

Firepower

A unit's Firepower represents its capability to bring effective fire against the enemy. *Tomorrow's War* works on the assumption that the quality of the man using the weapon is

Cover Dice

- In Cover: +1D
- Solid Cover (inside buildings, behind walls, etc.): +1D
- Deployed Smoke this Turn: +1D
- Improved Cover (shallow trenches, sand-bagged walls, etc.): +2D
- Intervening Cover: If enemy fire passes over an intervening terrain feature to reach a unit, it may claim the Solid Cover bonus (assuming the terrain would provide Solid Cover under normal circumstances).
- Fortified Cover (purpose built trenches, log bunkers, and other field fortifications): +3D
- Reinforced Fortification (concrete bunkers with firing slits): +4D
- Exposed: +1 Firepower Die for Attacker

All modifiers are cumulative.

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



[Smoke 'em if you got 'em]

BODY ARMOR DICE

Light Body Armor: +1 Defense Die
Heavy/Hard Body Armor: +2 Defense Dice
Heavy Powered Armor: +3 Defense Dice
+1 die for each TL higher than the attacker's weapons (See **Tech Levels**)

more important than minor differences between individual weapons within the same class. As a result, a unit's Troop Quality is the most important factor in determining its Firepower.

To determine a unit's Firepower, total the number of combat effective figures in the unit armed with standard weapons (Assault Rifles, Advanced Combat Rifles, Laser Rifles, etc.). Subtract any dice lost from Reactions, Defensive Actions or Overwatch fire. The resulting total is the attacking unit's basic Firepower.

Add any Special Weapon or bonus dice to the basic Firepower dice to determine the unit's final, adjusted Firepower. This is the number of Troop Quality dice the unit will throw in an attack.

Optimum Range

The ranges for most weapons exceed the size of most tables used for *Tomorrow's War* games. Units who are within Optimum Range of a target, however, have a better chance of causing casualties. Troops with better training or more experience have a greater Optimum Range than less experienced opponents.

Optimum Range should not be confused with "effective range," which is a term with a very specific meaning. It is the distance at which a weapon may be expected to fire accurately enough to inflict damage or casualties. The effective range for most weapons used in the game will be many times the width of even the largest tables.

Our term, Optimum Range, refers to the distance on the tabletop at which the average soldier of a given Troop Quality is likely to cause a wounding hit. It is a measure of the firer's ability to shoot well, rather than a gauge of the weapon's innate accuracy.

Optimum Range is directly linked to a firing unit's Troop Quality: The higher the unit's Troop Quality, the greater its Optimum Range.

There is no "maximum range" for most weapons. If a target is in LOS, it is generally considered to be "in range." Exceptions are noted in the rules.



Troops in Hard Armor (photo & miniatures: Pig Iron)

OPTIMUM RANGE AND TROOP QUALITY

D12 Troop Quality Units have an Optimum Range of 12"
D10 Troop Quality Units have an Optimum Range of 10"
D8 Troop Quality Units have an Optimum Range of 8"
D6 Troop Quality Units have an Optimum Range of 6"

Support Weapons and units with enhanced fire control (usually powered armored troops) have twice the usual Optimum Range for their Troop Quality.
Vehicle mounted and emplaced Support Weapons always treat their attacks as being within Optimum Range, regardless of the distance fired.



A typical NSF revolutionary militiaman at the battle of Novolgograd (photo & miniature: Pig Iron)

A unit only receives one Optimum Range die per round of fire.

A unit can only claim an Optimum Range die if all weapons used in the attack are within Optimum Range.

Example 1: *A Trained fireteam of four soldiers, two armed with rifles and one each with a grenade launcher and a SAW, are firing at an enemy unit 7" away. Since the enemy unit is within Optimum Range of all the fireteam's weapons (8" for the rifles, 16" for the grenade launcher and SAW), the fireteam receives a bonus Firepower die.*

Example 2: *The same fireteam described above is firing at an enemy unit that is 14" away. If the entire unit fires at the distant enemy, the Fireteam does* ***not*** *receive the Optimum Range bonus (14" is beyond the rifles' Optimum Range). If the fireteam decides to split their fire, firing the SAW and grenade launcher at the enemy unit 14" away, that portion of their fire* ***would*** *receive the Optimum Range bonus die.*

Infantry Support Weapon Dice

Infantry Support Weapons are more powerful than ordinary small arms. They are generally used against other infantry, but some infantry support weapons also have anti-armor capabilities. In *Tomorrow's War*, such weapons include SAWs, GPMGs, and grenade launchers, RPGs, heavy machineguns, etc.

Figures using Support Weapons add dice to their unit's Firepower in excess of the dice received for the figures themselves:

Support Weapons fall into the following general categories:

Light (+1 Firepower Die): Light Support Weapons are man-portable and can be operated without assistance – although an assistant gunner may be on hand to spot or pass ammunition, his services are not required to operate the weapon effectively. Light Support Weapons generally use standard small arms ammunition, but have a greater range or rate of fire than their smaller brethren.

Examples of Light Support Weapons include: SAWs, Rifle Grenade Launcher, Grenade Launcher, Light Mortar, and light Energy Support Weapons (ESWs)

Medium (+2 Firepower Dice): Medium Support Weapons usually require a crew of at least two for transport and effective operation. They are often vehicle mounted or emplaced. Other Medium Support Weapons, such as RPGs and other shoulder launched missiles, are easily portable but cause increased damage due to their explosive power.

Medium Support Weapons tend to be a bit unwieldy due to their weight and size. As a result, any unit that moves in a turn receives one bonus Firepower die rather than two (i.e., an RPG team with a normal Firepower of 5D would have a Firepower of 4D during any turn in which it moved).

Examples of Medium Support Weapons include: GPMGs, AGLs, medium mortars, standard RPGs, and medium ESWs

Heavy (+3 Firepower Dice): Heavy Support Weapons are rarely man-portable and are usually vehicle mounted or emplaced. However, some of the more powerful man-portable missile systems are also classified as Heavy Support Weapons due to their devastating explosive power.

INFANTRY SUPPORT WEAPON DICE

Light Support Weapons: +1 Die
Medium Support Weapons: +2 Dice
Heavy Support Weapons: +3 Dice

Heavy Support weapons are generally large, weighty chunks of ordnance, making moving and firing them in a short period of time difficult. As a result, any Heavy Weapon that make a Tactical Move during a turn suffers a two dice penalty to its Firepower (i.e., a HMG team that normally had a Firepower of 8D would be reduced to a Firepower of 6D if it moved during a turn). Heavy support Weapons whose crew makes a Rapid Move may not fire at all.

Heavy Support Weapons include: HMGs, Heavy Mortars, AT missiles, AT RPG, and Heavy ESWs

***Example:** A corporate mercenary fireteam of four figures is about to fire on a unit of Martian Rebels. The mercenary team has a basic Firepower of 4 (one die for each figure in the unit). One of the figures is armed with a SAW, a Light Support Weapon that adds a bonus die, raising the fireteam's Firepower to 5. Since the mercs have a Troop Quality of D8, they'll throw 5D8 for their Firepower roll (if they were in optimum range of their target, they'd throw 6D8).*

Support Weapon Annotation

The "stats" for a support weapon are abbreviated in unit organization or vehicle write-ups. The "stat-line" for a support weapon indicates the weapon's Tech Level, type, class, and the number of anti-personnel (AP) Firepower dice it adds to a unit (or throws, in the case of a vehicle). If the weapon has anti-tank capabilities, its AT factor is listed along with its AT gun class.

As an example, a light support weapon, such as a SAW, would have a stat-line like this: **TL2 ABW, Lt. AP:1** (Tech Level 2 Advanced Ballistic Weapon, Light support, +1 die to anti-personnel Firepower).

An anti-tank laser cannon might look like this: **TL2 LWS, Hvy. AP:3/AT:2(M)** (Tech Level 2, Laser Weapon System, Heavy support, +3 dice to anti-personnel Firepower, AT factor of 2, classed as a Medium (M) gun).

Weapon types are abbreviated as follows:

TST: Traditional Slug Thrower
ABW: Advanced Ballistic Weapon
LWS: Laser Weapon System
GWS: Gauss Weapon System
EWS: Energy Weapon System

Diminishing Firepower

The more frantic a unit's movement and fire becomes, the less effective it is. To represent this a unit's Firepower decreases as its activity increases.

The first time a unit fires per turn, it uses its full Firepower. After that, a unit loses one die of Firepower:

- Each time it fires as part of an Activation, Defensive Action, Reaction, or on Overwatch.
- Each time it moves as part of a Defensive Action, Reaction, or Morale test failure.

When a unit's Firepower is reduced to zero, it may no longer fire during that turn.

The Firepower Cap

No infantry unit may have a total Firepower greater than 10 dice.

This rule reflects the fact that there are limits to even the most highly trained unit's fire discipline.

Note that all negative penalties are applied to the 10D cap, regardless of the number of figures in the unit.

Vehicular weapons, bombs, and certain game effects are exempt from the 10D cap.

Firepower

Firepower: Number of Figures + Special Weapon Dice = Number of Troop Quality Dice in Firepower
+1 die if in Optimum Range
+1 die if target Unit is Exposed
+1 if unit has Abundant Supplies
+1 die for each TL higher than target (See **Tech Levels**)
-1 die if unit made a Rapid Move this turn
-1 die for each Reaction/Defensive Action/Overwatch fire after the first in a turn
-1 die for each move as part of a Defensive Action, Reaction, or Morale test failure.
-1 die in defensive fire vs. Close Assault
-1 die if unit is Poorly Supplied
-2 dice firing at/from an NOE (Nap of Earth) target

Infantry Firepower may never exceed 10D. All negative penalties are applied to the 10D cap, regardless of the number of figures in the unit

Example: *A mob of DPRG militiamen, some armed with SAWs and RPGs are firing at a Foreign Legion unit sheltering in a boulder strewn ravine. The militiamen's total Firepower is nearly 20D, but it is reduced to 10D due to the Firepower Cap. The militiamen are Poorly Supplied, earning them -1 die penalty to their Firepower, reducing it to 9D for this attack.*

Splitting Fire

Units normally find that it is tactically advantageous to group their fire, but there may be situations in which a unit would benefit from splitting its fire between multiple targets in the same activation.

Note that a unit that fires on infantry with its small arms while using Support Weapons to engage a vehicle is *not* considered to be splitting its fire.

To split fire, the player must announce what targets a unit is going to engage and how many Firepower Dice will be devoted to each target. A Support Weapon's dice must be allocated to one target and may not be split among multiple targets (i.e., a Medium MG with two dice could not split them between two targets).

The number of targets a unit can service is limited by its Troop Quality.

Example: *A Brazilian Guard unit taking cover in a traffic circle is being engaged from two sides by US Marines. The Brazilians are trained D8 troops, so they can split their fire between two targets. They have a Firepower of 6 (4 figures plus 2 dice for two Light Support weapons – a SAW and RGL). The Brazilian player decides to split his fire exactly in half, with one rifleman and the SAW gunner engaging one group of Marines and the other rifleman and RGL engaging the other. The Brazilians will engage each unit with a Firepower of 3.*

TARGETS ENGAGED BY QUALITY

D6 Troop Quality: May only engage ONE target
D8 Troop Quality: May engage TWO targets
D10 Troop Quality: May engage THREE targets
D12 Troop Quality: May engage FOUR targets



DPRG Guards check traffic for RA insurgents along the Great Progress Highway prior to hostilities in the 2nd Glory War (photo: Shawn Carpenter, miniatures: GZG & Combat Wombat)

Making the Attack Roll

To determine the outcome of an attack during a firefight, the attacker rolls his adjusted Firepower versus the defending unit's adjusted Defense.

The attacker rolls a number of dice equal to his adjusted Firepower and discards any dice with a score of less than 4.

The defender rolls a number of dice equal to his adjusted Defense and discards any dice with a score of less than 4.

The defender matches his Defense dice to the attacker's Firepower dice, attempting to match each of the attacker's dice with an equal or higher die roll. The defender may arrange his successful dice against the attacker's successful dice as he sees fit.

Any of the attacker's dice with a score of 4 or greater that cannot be equaled or exceeded by a Defense Die indicates a casualty.

Example: *A fireteam of 5 D10 Troop Quality veteran Marines (3 with rifles, one with a SAW, and one with a Rifle GL) make a ranged fire attack on a unit of 4 Martian rebels crouched behind a low mud wall. The Rebels are within the Marines' Optimum Range.*

The Marine player's Firepower is 7 (one for each figure in the fireteam), +1 die each for the SAW and Rifle GL, which are Light Support Weapons). The rebels are in Optimum Range for all the unit's weapons, so it receives another bonus die. The Marines' final Firepower total is 8D10.

The rebel's basic Defense is 4 dice, one for each member of the unit, which is less than the Marines' 8D Firepower. Since a unit's basic Defense is equal to the lesser of the number of figures in the unit or the Firepower of the attack directed against it, the Rebels have an unmodified Defense of 4D. Any Cover dice are added to this, so the rebels receive +1 Defense die for being In Cover and another +1 die for the Solid Cover provided by the wall. This brings their Defense total to 6D8 (these rebels have a Troop Quality D8).

The Marine player rolls his Firepower of 8D10, noting each individual roll: 10, 9, 7, 5, and 4 (he also rolled a 3 and two 1s, but since those are not a 4 or higher, they are discarded).

The rebel player rolls 6D8 for Defense and notes the result of each die: 8, 5, 4, 4, 3, and 2. The 3 and 2 are discarded.

The dice are laid out and the rebel player matches his Defense dice against the Marines' Firepower dice as best he can, trying to equal or exceed as many of the attacker's scores as possible.

He arranges the dice as shown (underlined numbers are the Firepower dice):

10-X, 9-4, 7-8, 5-5, 4-4

Since the rebel player had no die rolls that could equal or exceed the attacker's 10 and 9 rolls, he leaves the 10 unanswered and sacrifices one of his 4s against the 9. This allows him to put his 8, 5 and remaining 4 against the Marines' 7, 5 and 4, negating them. End result – the defender takes two casualties, leaving two rebels cowering behind the bullet-pocked mud wall!

CASUALTIES AND CASUALTY EVACUATION

Tomorrow's War takes an abstract approach to casualties and casualty evacuation. It is our goal to reflect the effect of casualties on combat units without resorting to unwieldy book-keeping to keep track of who is wounded and how badly. The following rules are an abstraction designed to facilitate speedy, book-keeping free play *and* simulate the resource straining and psychologically painful impact of casualties on the units to which they belong.

When casualties are taken during a firefight or close assault, a First Aid Check is made at the beginning of the next turn to determine the nature of their injuries, if any.

Who Got Hit?

When a unit takes casualties, it can occasionally be important to determine who the casualty *is*. As in most things, its importance varies depending on whether it is a Regular or Irregular unit that has taken the hits.

For the most part, it doesn't matter what figure in a unit of regular soldiers was hit. If the Fireteam Leader was hit, one of the other Fireteam members will take over. If a Special Weapon gunner was hit, everyone in the fireteam is cross-trained on the weapon, so someone else will pick it up. If a unit contains specialist troops (such as a Medic or Tech) or robots, however, who was hit becomes more important. If a unit containing such figures sustains casualties, roll a die for each casualty to determine who got hit.

For example, a unit containing a fireteam leader, a grenadier, a robot and two riflemen is fired on and takes two casualties. There are five figures in the unit, so players could either assign each figure in the unit a number from 1 to 5 and roll a D6 (re-rolling results of 6) or they could roll a D10 and divide the resulting number in half for an actual roll of 1 to 5.

Let's assume the players decide to go the D10 route. They agree to number the figures in the unit thusly: 1: Leader, 2: grenadier, 3: robot, 4 & 5: riflemen. They roll 2D10, one for each casualty. The first D10 roll is a 4, which divided by 2 results in a 2, indicating the grenadier was hit. The second D10 is 7, which divided by 2 (rounding up), is a 4 – a rifleman is hit.

Irregulars aren't as flexible in their command structure as regular soldiers, nor are they as well trained. So, it's important to see who went down when an Irregular unit takes casualties. Always dice to see if an irregular unit's casualties include its Leader or Special Weapon gunners.

If an irregular Leader or Special Weapon Gunner is hit, the following effects apply:

Irregular Leader is a Casualty: If an irregular unit loses a leader, it remains leaderless until joined by a new leader.

Irregular Special Weapon Gunner is a Casualty: If an irregular unit's Special Weapon Gunner is hit, the unit must make a Quality Check to see if anyone else is able to use the weapon. If the Check succeeds, another irregular can use it. If the check fails, either nobody else in the unit knows how to use the weapon or the weapon has been damaged and is no longer usable.

More Casualties Than Figures

A unit may receive more casualties than it has figures. If so, any excess hits are ignored.

Example: *A unit of 4 French Foreign Legionnaires is caught in an artillery barrage that causes six hits against them. Since there are only 4 figures in the unit, the excess 2 hits are ignored.*

First Aid Checks

When a unit takes casualties, it must make a **First Aid Check** at the beginning of the following turn to determine the severity of their injuries and provide immediate aid.

In most cases, at least one "healthy" figure must be present to make the First Aid Check (see **Advanced First Aid**). If no healthy figure is present, a First Aid Check may not be made until assistance from able-bodied troops or robotic medics arrives. In such cases, the wounded figures are left tipped on their side where they were wounded. Such units are considered "wiped out."

Units with "self-aid" capabilities, such as nanites, regeneration, or "medic" functions built into their armor may ignore this restriction, as can Grid enabled units (as long as their Grid is actually operational).

A friendly unit may provide First Aid for a wiped out unit by moving into cohesion with it. A First Aid Check may be made for all casualty figures in both units at the beginning of the following turn.

A wiped out unit may be captured by an enemy unit that moves into cohesion with them. Once a unit takes custody of enemy wounded it is subject to the **Dependents Penalty**. A unit with POWs can remove the Dependents Penalty by moving to one of its own CASEVAC areas or a friendly table edge, if either exists in the scenario being played.

To determine the seriousness of a casualty's injuries, roll 1D6 for each figure hit by enemy fire and consult the appropriate First Aid Table:

Apart from figures with Light Wounds, a unit's casualties are not considered when determining the unit's basic Firepower or Defense. Seriously wounded figures are too preoccupied with their immediate survival to contribute meaningfully to their unit's offensive or defensive capabilities. In a similar vein, seriously wounded troops do

[DESIGNER'S NOTE]

WHY CAN'T MY WIPED OUT UNIT DO ITS OWN FIRST AID CHECK?

Since we don't know if our casualties are casualties at all yet, why can't a wiped out unit just make its own First Aid Check? One or more of the downed figures may be okay or only have a light wound!

Our intent in this rule is to represent the shock and trauma induced in members of a unit that has been struck by overwhelmingly effective fire and the challenges casualties pose to combat leadership. Think of a wiped out unit as suffering from a "Super Pin" that can only be lifted by the presence of a friendly unit.

This condition encourages the stricken unit's comrades to come to its aid, which not only reflects the natural instinct (and training) of real combat units, but also the inherent fog of war that hinders platoon and company commanders: They've lost contact with a unit but they don't know how badly the unit has been mauled and now they must choose between taking assets out of the fight or potentially leaving men to succumb to their wounds.

Infantry commanders face this decision in battle and their choices and resulting tactical adjustments are often key to their success on the battlefield.

You're free to ignore this restriction, of course, if both players agree to do so, but you will be eliminating one of the key decision points faced by today's combat leadership: How to deal with casualties humanely while keeping a mission on track.

STANDARD FIRST AID TABLE

Roll a D6:
1: Dead. Unit may act as normal if it passes a TQ Check. If not, it may only React to fire this turn, but may act normally next turn.
2–3: Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.
4–5: Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also make its own way to the rear or to a CASEVAC area.
6: OK, gets back up! Unit may take turn as normal.

not contribute Morale dice when their unit is forced to take a Morale Check.

If a casualty is found to be **Dead**, a Troop Quality Check must be made to determine the unit's reaction to the loss of their comrade. If the unit passes the TQ Check, it suffers no penalty. If not, it may only React to fire for the duration of the turn, but may act normally next turn.

If a casualty is found to have a **Serious Wound**, its unit may only React for the rest of the turn. The unit suffers from the Casualties penalty until the wounded figure is escorted off the table or to an on-table casualty evacuation center by a healthy team-mate, medic, stretcher team, or ambulance.

If a casualty is found to have a **Light Wound**, it remains with its unit and may even contribute to the unit's Firepower. The unit suffers from the Casualty penalty, however. A figure with a light wound may move off the edge of the table, or make its way to a CASEVAC point (thus removing the Casualty penalty from the unit), or the unit may elect to keep the lightly wounded figure to benefit from the Firepower die it contributes. Casualties with Light Wounds can also escort those with Serious Wounds off table or to a CASEVAC point.

If the casualty just had the wind knocked out of him, he pops back up with his buddies' care and the unit may finish the turn without a penalty of any sort.

Rear Areas or CASEVAC Areas at which casualties may be turned over are defined by the scenario or a pertinent Fog of War or Asset Card.

Example 1: *A mercenary fireteam is fired on by bandits. The attack causes two casualties. The mercs pass their Morale Check and return fire, pinning their attackers. At the beginning of the following turn, the merc fireteam makes a First Aid Check for each of their fallen buddies. One D6 is rolled for each downed soldier. A 1 and a 6 are rolled.*

The roll of 1 indicates that the figure is dead. The merc fireteam must pass a Quality Check or it can do nothing but react for the duration of the turn. In this instance, the mercs' check is successful, so the unit may act normally in this turn.

The roll of 6 indicates that the figure was only winded or stunned and returns to the fight immediately.

Example 2: *A Marine fireteam is caught in the blast of an IED planted by the Martian resistance and one of their number is injured. On the following turn, a D6 is rolled on the First Aid Table . A 3 is rolled.*

The 3 indicates that the downed man has received a Serious Wound. Since his unit is busy giving him life-saving aid, they may only react this turn. The unit will suffer the Casualty penalty until the wounded man is escorted to a rear area or a CASEVAC area designated by the scenario or a Fog of War/Asset Card.

Example 3: *A squad of DPRG regulars is struck by FFL sniper fire. One of their men drops to the ground, bleeding. On the following turn, a D6 is rolled on the First Aid Table. A 4 is rolled.*

The 4 indicates that the fallen man has received a Light Wound. His squad may take its turn normally and he may continue to fight alongside them, adding to their Firepower like any other figure. The unit will suffer the Casualty penalty until the wounded man is escorted to a rear area or a CASEVAC area designated by the scenario or a Fog of War/Asset Card.

Advanced First Aid

Units with access to Advanced First Aid follow the same rules above, but use the Advanced First Aid Table. Advanced First Aid may take the form of a medic, robotic

ADVANCED FIRST AID TABLE

1: Dead. Unit may act as normal if it passes a TQ Check. If not, it may only React to fire this turn, but may act normally next turn.
2: Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.
3–4: Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also make its own way to the rear or to a CASEVAC area.
5–6: OK, gets back up! Unit may take turn as normal.

medic, first aid gear built into most powered armor, healing nanites, or even a more than human resistance to trauma resulting from cybernetic enhancement or an alien race's inherent toughness.

Members of Special Forces units all receive advanced life-saving training, so all Special Forces figures count as Medics.

Units with automatic casualty care capabilities (units with medic-assist powered armor, healing nanites, self-repairing cybernetic systems, cellular regeneration, etc.) do not require the presence of a healthy figure to tend to them in order to make a First Aid Check.

The Casualty Penalty

If a unit has casualties that have not been escorted to the rear (usually the owning force's home table edge) by one of the unit's healthy members or handed over to CASEVAC area, the unit must make a Quality Check each time it attempts to move faster than Tactical. This reflects the fact that the men in the unit are a little less eager to stick their noses into a hornet's nest after seeing what happened to their buddy or that their casualties are not always able to move as swiftly as they'd like.

Calling for a medic

Units who are making a First Aid Check for casualties at the start of a turn may call for a medic to treat them if a medic figure is within Rapid Movement distance. The medic is immediately moved to the unit with casualties (even if the medic has already moved during the turn) and a First Aid Check is taken as usual.

Units with medics attached automatically benefit from his presence.

A medic may only treat the wounded of ONE unit per turn.

Casualty Evacuation (CASEVAC)

If a force has CASEVAC assets available (VTOLs, ambulances, an on-table aid station, etc.), then a unit may lose its Casualties (and the associated penalties) by moving into contact with the CASEVAC asset. Wounded are assumed to be handed over for treatment, freeing the unit up to move without transporting their casualties.

Units can also detach healthy figures or casualties with Light Wounds to escort seriously wounded figures to the rear or to a CASEVAC location. One healthy figure must be detached for each serious casualty. The figures must move to their home edge of the table or a scenario identified CASEVAC area and then move back to its unit.

Walking wounded (Light Wound on the First Aid Table) can be removed immediately and are assumed to have made their way to safety on their own. Lightly wounded figures may also elect to stay with their unit, trading an extra die of firepower for the Casualty Penalty.

Some scenarios will also indicate rear areas or casualty collection points on the table at which units may relieve themselves of their casualties and lose the Casualty penalty. In scenarios permitting CASEVAC choppers to pick up casualties, the CASEVAC aircraft must be requested by a TAC (or unit leader) in the same manner as an airstrike. See *Resolving an Air Strike,* pg. 125.

Abandoning Casualties

Units may, as a last resort, abandon their casualties. This action goes against the strong bond formed between men-at-arms and seriously shakes a unit's confidence.

A unit that abandons casualties is no longer subject to the Casualty penalty, but it suffers severe consequences

that may outweigh this short-term gain: The unit's Troop Quality and Morale are both reduced by one die type. If this reduction takes either value below D6, the unit is no longer combat effective and is removed from play.

Abandoned casualties may fall into enemy hands at the end of the scenario. Roll 1D6 for each abandoned casualty. On a roll of 4+, the casualty becomes a POW (omit this roll if you are playing a campaign game – the campaign rules cover the chances of abandoned casualties being captured).

DEPENDENTS

Combat units often find themselves responsible for the well-being of those who can't (or won't) take care of themselves, be they captured POWs, or civilian functionaries who require squiring about the battlespace. Casualties and non-casualties who depend upon a unit's protection to survive have an effect on their host unit's combat capabilities and behavior, as described below.

Dependents

Units that are escorting POWs, VIPs, or other non-combatants are considered to have Dependents. The special rules for some scenarios may dictate other circumstances under which a unit may acquire or dispose of Dependents.

Dependents are non-combatants that have become attached to a unit through one means or another. Dependents have the unfortunate effect of degrading a unit's combat effectiveness and mobility.

The Dependent Penalty

Units with Dependents lose one die of Firepower and may not use Rapid Movement.

Figures representing the Dependents should be added to the unit escorting them. This allows the figures to be captured (or re-captured} by the opposition.

Disposing of Dependents

Scenarios will indicate how and where units may drop off dependents without penalty.

Units may release any POWs in their custody at any time without adverse effect (other than any victory points they might lose).

Abandoning dependents that require their protection (such as rescued hostages, fleeing civilians, etc.) has the same effect as abandoning casualties.

FIRE AT UNITS WITH DEPENDENTS & CASUALTIES

If a unit with Dependents or Casualties is fired upon, it makes its Defense roll as normal. Note that only combat effective figures contribute a defense die – in other words, Casualties and Dependents do not add dice to the unit's Defense. However, if the unit rolls more failures (scores of 3 or less on their Defense dice) than successes *and* it is determined that they have suffered casualties, then one (1) of the casualties must be counted against a Dependent or pre-existing Casualty.

Casualties are only subject to the most serious injury result they've received thus far. A casualty that was determined to have Serious Wounds in earlier play would not suffer any additional effects if they received an additional Light or Serious Wound later in the game. If the unit received a KIA result, however, it would be KIA.

Example: *A Marine fireteam is escorting two wounded contractors to safety when it is fired upon by Martian rebels. The Marine player rolls 4D8 for Defense and scores a 1, 2, 3, and 4. The rebel player rolls 4D6 for Firepower and scores a 2, 3, 5, and 6.*

The Marine player allocates his Defense dice and determines that the unit will suffer 2 casualties. Since more than half of the Marine players Defense dice were failure rolls (with scores less than 4), one (and only one) of those two casualties must be a Dependent. One of the contractors is hit and a First Aid Check must be made to determine his fate.

SPECIAL FIRE COMBAT RULES

Suppression Fire

There are times when a unit is more interested in pinning an opposing unit down than in causing casualties. Suppression fire is intended to do just that and involves a massive barrage of fire which (hopefully) will keep the enemy's head down and stick him in place.

A player must announce in advance that a unit is laying down Suppression Fire during its activation. The unit throws 2 less firepower dice than normal, but may



Suppress its target unit even if no casualties are caused. The firing player's Suppression roll must include at least one die roll of 4+ to succeed, however.

Weapon Teams or units equipped with LMGs (*not* SAWS), GPMGs, MMGs, HMGs, or AGLs do not suffer the -2 Firepower penalty and are *always* considered to be using Suppression Fire.

Suppression effects are determined by the target unit's Confidence Level.

SUPPRESSION FIRE RESULTS

Low Confidence Units: Make Morale Check with a -1 die shift to their Morale. Failure indicates unit is Suppressed

Confident Units: Make Morale Check if Suppression attempt has a modified Firepower of 3+. Failure indicates unit is Suppressed

High Confidence Units: Cannot be Suppressed

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

Suppressed units suffer from the same effects as Pinned units, but multiple Suppressions will not force a unit to Pull Back.

Any casualties resulting from Suppression Fire are resolved normally. Morale checks resulting from casualties are also resolved normally and take precedence over any Suppression results.

A unit remains suppressed until the turn's end.

Overwatch

Overwatch is a term used to describe the common battlefield tactic of one unit covering for another. It is most often employed by troops using "bounding over watch" to move to contact with the enemy – one unit "bounds" forward while another covers its advance with their guns. When the bounding unit reaches cover, it goes on overwatch while the unit that covered it moves forward.

Only units with a Troop Quality of Trained (D8) or higher may use Overwatch. Irregular units may not use Overwatch under any circumstances. They lack the training and discipline to utilize this tactic.

Only the force with initiative may use Overwatch. The player with initiative must declare which units in his force are going on Overwatch before any of his units are activated. Going on Overwatch is not an interruptible action.

Overwatch units may attempt to interrupt the Reactions of any hostile unit in their LOS. Overwatch units receive a +1 to their Reaction test die roll.

Non-initiative units may not React to Overwatch fire.

Overwatch units lose one die of Firepower for each Overwatch fire after the first. They may continue to interrupt until they run out of dice or fail an Overwatch Reaction test.

When Overwatch units wish to interrupt a Reaction, a Reaction Test is made. **Note:** The Overwatch Reaction test and successful Overwatch fire take place *before* the unit the Overwatch unit is defending makes its Reaction Test.

If the Overwatch unit passes the Reaction Test, it may perform a Firepower attack against the unit it is interrupting. This attack is resolved before the enemy unit may perform its Reaction. The Reacting unit can choose to return fire, but the Overwatch unit fires first, followed by return fire from any survivors in the target unit. If the target unit is not wiped out, Pinned, or Shaken, it may complete its Reaction. Diminishing Firepower applies.

If the Overwatch unit fails the Reaction Test, the target unit completes its Reaction before the Firepower attack from the Overwatch unit is resolved. The Overwatch unit will fire last, assuming the target unit still exists or has not moved out of the Overwatch unit's line of sight.

An Overwatch unit that fails its Reaction test is taken off Overwatch after any fire between it and its target unit has been resolved. For the remainder of the turn, a unit that has "fallen off" Overwatch may only engage in a round of fire with units that fire at it.

Example 1: *The US Marine player with initiative activates a fireteam atop of a building with a good view of the table and announces that this unit is going on Overwatch. He then activates a second fireteam and announces that it is going to exit the building it is currently*

in, move down the street, get in cover behind some wrecked cars, and fire at a Martian unit in a ditch across the street from that position.

The non-initiative player announces that his unit is going to React to the moving unit and fire at it as it moves out of cover in the building and runs down the street.

The initiative player announces that his USMC fireteam on Overwatch will attempt to interrupt the Martian rebel unit's Reaction. A Reaction Test is made. The USMC fireteam wins the test and a Firepower attack is immediately resolved between it and the non-initiative rebel unit. The Overwatch fireteam fires first, causing casualties and a Morale Check that leaves the rebel unit Pinned and unable to complete its Reaction. The second USMC fireteam finishes its activation unmolested. The non-initiative unit may now return fire at the Overwatch fireteam.

***Example 2:** Later in the same turn, the USMC player activates another unit, an IFV, and announces that it is going to move around the corner of a building and fire its chain gun at a building full of enemy soldiers.*

The non-initiative player announces that he's going to have a mixed unit of rebel soldiers in the building React and fire their AT RPGs at the IFV as it as it rounds the corner.

The initiative player announces that the same USMC Overwatch fireteam from Example 1 *is going to interrupt the rebel unit. A Reaction Test is made. The Overwatch team fails the Reaction test. The rebels will be able to fire their AT RPGs at the IFV before the Overwatch team can do anything about it. Additionally, since the Overwatch unit failed its Overwatch Reaction test it is no longer on Overwatch.*

Now a Reaction Test is made between the IFV and the rebel unit to see which of them fires first. The IFV loses the Reaction Test and the AT RPGs fire before it can react. The RPGs damage the IFV's chain gun mount, reducing the vehicle's Firepower by 50%.

The IFV now fires at the rebel unit and succeeds in causing a casualty despite the vehicle's reduced Firepower. The rebels pass their Morale Check and stand firm.

Now the round of fire between the rebel unit and the Overwatch fireteam is resolved. Since this is the Overwatch fireteam's second Overwatch fire, it loses one die of firepower in this attack. Nonetheless, the Overwatch fireteam's fire produces another casualty among the rebels. This time the rebel unit fails its Morale Check and becomes Pinned. Its return fire at the Overwatch fireteam causes no casualties.

As stated previously, the Overwatch unit falls off Overwatch because it failed its Reaction Test. For the rest of this turn it may react to fire directed at it just as any other unit would, but it can no longer engage in Overwatch fire or claim any Overwatch bonus.

Ambush

Hidden units can spring an Ambush on enemy units within a distance equal to twice their unmodified Troop Quality.



When an enemy unit approaches an ambushing unit or units, it must make a Spotting Check when it comes within unmodified Optimum Range for their Troop Quality (6" for TQ D6 troops, 8" for TQ D8, 10" for TQ D10, 12" for TQ D12) of the ambushing unit(s). Use the rules described in **Spotting Stealthy Units**, *pg. 81*.

If the ambushing unit is spotted, make a normal Reaction test to determine which acts first. If the ambushing unit is not spotted, the ambush is resolved normally at a point in the enemy unit's movement designated by the ambushing unit – in other words, if the Spotting Check fails, the ambushing unit can wait to spring the ambush until the enemy unit is as close as possible.

To successfully spring an ambush, a **Hidden** unit must pass a Troop Quality Check. If they pass the test, no Reaction Test is required for the attack – the Ambushing unit automatically fires (or moves) first. If the Hidden unit fails the test, a Reaction Test is made as usual.

Units on Overwatch or sacrificing their activation to React may attempt to interrupt an Ambush, but their fire

will always occur *after* the ambush fire, even if the ambushing unit failed its ambush Troop Quality Check.

Example 1: *A group of Arden militia lie in ambush for a DPRG patrol. At TQ D6, they can ambush any enemy unit within 12". They opt to spring the ambush before the DPRG are close enough to detect them. The DPRG have an unmodified Optimum Range of 8" (TQ D8), so the militiamen must spring the ambush while the DPRG troops are more than 8" away. Unfortunately, this means that the DPRG will be outside of the militiamen's Optimum Range (6" for TQ D6), but the Arden player is willing to sacrifice a die of Firepower for a good chance at going first in a round of fire. The Arden player makes a Troop Quality Check and rolls a 5: Success! The DPRG fireteam is caught in an ambush and must weather the militia fire before taking any action themselves!*

Example 2: *The same situation as above, but this time the militia player opts to let the DPRG approach within 6" before springing the ambush, thereby bringing them within his unit's Optimum Range and gaining a die of firepower. When the DPRG are within 8" (their unmodified Optimum Range), a Spotting Check is made to determine if they notice the militia ambush. The DPRG pass the check and spot the militia position, spoiling the ambush. A Reaction test is made and the firefight is resolved normally.*

Ambushing units suffer a Negative Die Shift when attempting to ambush enemy units with an attached Indigenous Scout or designated Pointman.

Powered Armor (PA Suits)

Powered Armor (PA) transforms a normal trooper into something with the size and mobility of an infantryman but the firepower and survivability of a light armored vehicle. In addition to boosting a trooper's strength and providing him with enhanced protection from enemy fire, PA suits usually provide their users with an advanced communications and sensor suite. Powered Armor also allows the infantryman to function and fight in nearly any environment without any real reduction in capabilities.

Advantages and Attributes of Powered Armor

As a rule of thumb, PA Suits provide wearers with the following general advantages:

- PA troops have double the normal Optimum Range for their Troop Quality (i.e., TQ D8 PA troopers would have an Optimum Range of 16")
- The protection and firepower of PA Suits tends to make their users feel invulnerable – PA troopers generally have High Confidence
- PA troops are Intimidating to non-PA troops

Typical Attributes associated with Powered Armor troops include:

- Advanced Sensors
- Active Trauma Treatment
- Intimidating
- Jump Troops (Recon Suits)
- Stealth (Recon Suits)
- Chameleon Suits (Recon Suits)
- Inspiring

Types of Powered Armor

Most PA falls into one the categories described below:

Early Powered Armor (TL1)

Early Powered Armor was somewhat bulky and cumbersome. It enhanced its wearer's carrying capacity and provided extensive armor protection, but at the cost of mobility. Units in TL1 PA suits receive +3 Armor Dice, but may only move at Tactical speed (6"). These early suits do not always contain an on-board medical AI.

Standard Powered Armor (TL2)

The Powered Armor used by most PA troops today is a great improvement over early Powered Armor. Standard Powered Armor grants a +3 armor dice bonus and allows its wearer to move normally, like any other infantryman. Standard PA includes a robust sensor suite, allows communications and tracking through Network command, and is normally equipped with an onboard Medical AI and "casualty assist" gear.

Recon Powered Armor (TL2)

Recon Powered Armor sacrifices some of its armor in exchange for speed and agility. A trooper in Recon Powered Armor receives +2 Armor dice but is able to make 8" Tactical moves and 16" Rapid moves. The Recon PA suit has the same built in features as a standard PA suit.

Advanced Powered Armor (TL3)

Advanced PA suits have improved power capabilities and are therefore able to provide all the protection of a Standard PA suit and the speed and agility of Recon PA suits. Troops in Advanced PA suits receive +3 Armor dice and are able to make 8" Tactical moves and 16" Rapid moves. Advanced PA suits contain advanced sensor suites, On Grid capabilities, an on-board medical AI/casualty assist, and often have Chameleon Suit capabilities.

Exoskeletons

Despite miniaturization and the weight reduction provided by advanced materials, the combat load carried by many soldiers approaches or exceeds their own body weight. Soldiers are often left with the unenviable choice of sacrificing mobility or leaving gear behind that might save their life. An early solution to this problem was the exoskeleton.

Exoskeletons brace the wearer's skeletal form and take up a proportion of the weight carried. They also amplify the wearer's muscular power – the net result is that a basic exoskeleton allows a soldier to carry more and feel it less. This, of course, led to a further overburdening of troops with even more gear. It can be assumed that most TL2 and TL3 forces have some sort of light exoskeleton built into their body armor – this basic exoskeleton has no effect on game play as its effects are balanced out by the load a soldier is assumed to be carrying.

Some forces field lightly equipped units with advanced mobility exoskeletons. These exoskeletons are designed to increase the mobility of the wearer, allowing them to move faster and jump higher with less effort. Troops so equipped have a Tactical move of 8" and a Rapid move of 16".

Combat Drugs

Some Forces make use of Combat Drugs to enhance their troops' performance. Combat Drugs are distinguished from "street drugs" that some irregular formations use to bolster their courage during combat (see **Hopped Up Units**) due to the fact that they have a very focused purpose and (generally) lack any negative or addictive side effects. Units using Combat Drugs *do* occasionally suffer from ill effects, however. In game terms, these effects are either scenario related or brought about due to an unlucky Fog of War card draw.

Combat Drugs fall into one of two categories: Awareness Enhancement Drugs or Performance Enhancing Drugs. A third category, Frenzy Drugs, is not used by most forces capable of producing them, but a few irresponsible nations will subject troops to their effects.

Scenarios will identify which units/forces are using Combat Drugs, if any. All units using Combat Drugs are considered to be under their effects from the beginning of the scenario until its end, unless a Fog of War card or special scenario rule dictates otherwise.

Awareness Enhancement Drugs

Awareness Enhancement Drugs are usually issued to troops who are operating for long periods of time without relief and may suffer degraded situational awareness due to fatigue. It is also, more rarely, issued to troops who may find themselves up against particularly stealthy or fast moving opponents.

Awareness Enhancement Drugs may not be used in conjunction with any other drugs.

Troops using Awareness Enhancement Drugs receive a +1 to all Reaction Check die rolls (i.e., a Reaction Check die roll of 3 would be treated as a roll of 4).

Performance Enhancement Drugs

Performance Enhancement Drugs help fine tune the user's motor skills, resulting in more accurate shooting and more focused close assault techniques.

Units using Performance Enhancement Drugs throw an extra die in Fire Combat and Close Assault.

Performance Enhancement Drugs may not be used in conjunction with any other drugs.

Frenzy Drugs

So-called "Frenzy Drugs" are only deployed to troops by the most degenerate and irresponsible nation states or organizations. These drugs expose their users to unnecessary and often fruitless risks and typically carry with them a high chance of neuro-motor damage and addiction.

Troops under the influence of Frenzy Drugs accrue the following "advantages:"

- +1 to all Reaction Die Rolls (as Awareness Enhancement Drugs)
- +1 TQ Die Type shift, up to a maximum of D10.
- +1 Die in Close Assault

Additionally, units using Frenzy Drugs that suffer a **Pinned** result become Frenzied and break cover to charge the nearest enemy unit to engage it in Close Assault. It receives a full Rapid Move even if it has already moved this turn. If the Frenzied unit cannot reach the nearest Enemy unit in one Rapid Move, it will continue to move towards it on following turns until it either makes contact or is destroyed by enemy fire. If the Frenzied unit destroys the unit it charges, it will become sated and may move and fire normally until the next time it becomes Frenzied.

Smoke

Smoke, anti-laser aerosols, and other obscurants delivered in the form of grenades, shells, or vehicular dispensers have long been used to mask movement and blunt the force of enemy fire. Each type of smoke delivery system has its own characteristics, which are described in the following sections.

Smoke from Grenades and Light Mortars

Smoke and other aerosols delivered by grenades and light mortar round are often in greater demand than availability can support. Smoke also must be placed properly and at the right time to be effective. To reflect this, a unit deploying smoke by grenade or light mortar must make a Troop Quality Check. If the unit passes the check, smoke has been deployed effectively and the unit receives its defensive bonus. If the check is failed, the unit didn't have a smoke grenade at hand or were unable to deploy it due to wind, a bad throw, etc.

A unit may only attempt to lay smoke once per turn and, in the case of grenades, it can only be placed within the unit's Optimum Range.

Mortars deploying smoke must be contacted to request fire in the same manner as normal fire mission requests. Firing smoke counts as the mortar asset's fire mission for the turn. On-board mortars may lay smoke when activated instead of conducting normal fire.

Smoke from grenades, grenade launchers, or light mortars only provide protection for the unit for whom the smoke was deployed (one unit may "pop smoke" for another designated unit). This type of smoke only persists for the duration of the turn in which it is deployed.

Units protected by smoke gain an extra Defense die whether they move or not. Smoke reduces visibility for friend and foe alike, however, so units protected by smoke also lose one die of Firepower.

Smoke from Heavy Mortars and Artillery

A fire mission request must be completed successfully to deploy smoke from heavy mortars or artillery batteries. Firing smoke counts as the mortar or artillery asset's fire mission for the turn.

Smoke shells create a smoke cloud of the same size as a normal salvo for the artillery type used. This cloud completely blocks Line of Sight. Heavy Mortar and Light Artillery smoke will last two turns. Heavy artillery smoke will last three turns.

SMOKE

Grenades, Rifle Grenades: +1D Defense and -1D Firepower for one turn

Light Mortar: Must be requested. +1D Defense and -1D Firepower for one turn for unit requesting smoke

Heavy Mortars, Light Artillery: Must be requested. 6" radius screen blocks LOS. Persists two turns

Heavy Artillery: Must be requested. 8" radius screen blocks LOS. Persists three turns

Special Weapons

Advanced Support Weapons

Although traditional magazine-fed slug-throwing or grenade lobbing support weapons are still widely used by many colonial and Third World forces, most major military powers make use of a variety of advanced support weapons. While the man behind the gun is still the most important factor, some of these advanced support weapons do provide tangible advantages over the older types.

A comparison of various weapons common to the battlefield is found below:

Traditional Slug-Throwing Machine Guns (TSTs)

Traditional slug-thrower MGs would be familiar to soldiers as far back as the 20th century. They fire chemically charged rounds from individual cartridges that are generally fed into the weapon from a belt or box magazine of some type and launch an inert metal slug at medium to high velocities. Robust and easy to care for, these weapons are an obvious choice for under-funded colonial militias and Third World armies.

Units armed with Traditional Slug-Thrower support weapons receive no bonuses or penalties to their Firepower.

Advanced Ballistic Weapons (ABWs)

Although advanced Ballistic Weapons and their smaller cousins, the Advanced Combat Rifles (ACRs) still throw a slug of sort down range, the method of propulsion and nature of the slug differ greatly from traditional slug throwing weapons. ABWs rely on caseless rounds or binary propellant systems that allow the weapon's ballistics to be tuned on the fly to increase velocity for increased kinetic impact, lower it to conserve propellant, or allow more controllable automatic fire. ABWs often allow the firer to select not only the rate of fire but also the type of projectile to fired – discarding sabot, fin-stabilized flechettes for targets at range, explosive rounds for armored targets, or fragmentation rounds for close quarter battle.

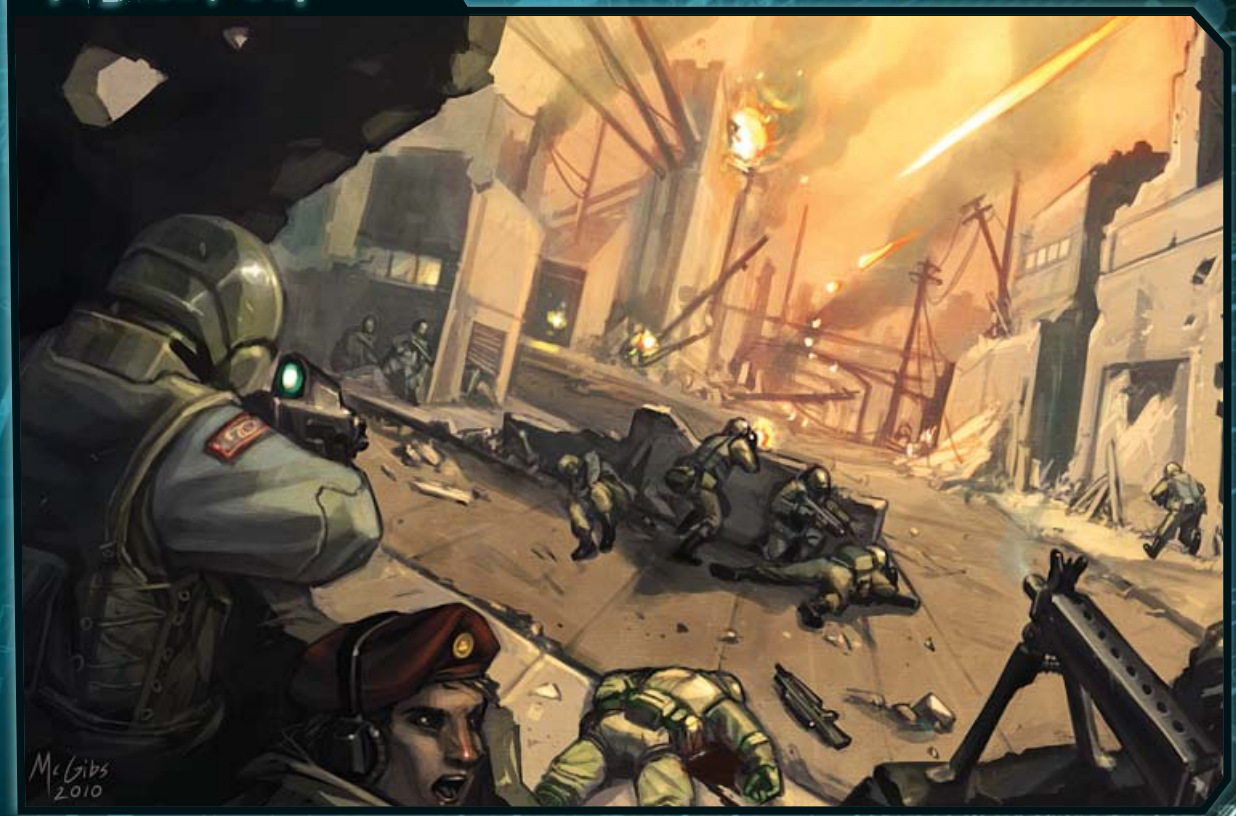
Laser Weapon Systems (LWS)

Laser Weapons, whether anti-personnel "MGs" or armor busting "cannons," are very accurate weapons with a Line of Sight range. While most laser weapons are not "automatic" in the traditional sense, their rate of fire is still quite high.

Gauss Weapon Systems (GWS)

Gauss weapons or "rail guns" use an amplified magnetic field to accelerate a projectile to enormous velocities. While slower firing than lasers or ABWs, the gauss rifle's flat-trajectory accuracy and powerful wallop make up for the shortcoming.

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Energy Weapons Systems (EWS)

Energy weapons come in several varieties, ranging from phased plasma weapons to fusion guns. These weapons tend to be a bit heavy and suck up power at a horrifying rate, but the enormous energy they deliver on contact tends to blast or burn its way right through targets!

Effects of Advanced Support Weapons

While many forces equip their soldiers with advanced small-arms, such as laser rifles, gauss rifles, etc., the advantages these weapons hold over traditional slug throwing small arms are negligible and their disadvantages often counter balance what little advantage may exist. As a result, all small arms and light support weapons are treated the same. A plasma assault rifle or SAW receives no advantage over a similar ballistic weapon.

Advanced Medium (AP:2) or higher support weapons have recognizable advantages over their more traditional counterparts, however, and these advantages are expressed as special effects. The special effects of an Advanced Support Weapon vary according to the Tech Level of the weapon. Early versions of a weapon type might provide a firepower advantage over traditional support weapons but have not yet reached the level of development that takes full advantage of the weapon's specific advantages.

The effects achieved by an advanced support weapon differ slightly when the weapon is used as part of a unit's organic fire (i.e., the support weapon is throwing its dice in with the small arms and other support weapons in a unit to attack an enemy unit) and when it is being used as part of a Weapon Team or its fire is being split from the rest of the unit's fire to service a specific target (i.e., a squad fires its small arms and light support weapon at the infantry supporting an AFV while the squad's plasma gunner engages the vehicle itself).

The charts below indicate the effects expected from each weapon type based on its Tech Level when used in organic fire or split fire.

ORGANIC ADVANCED SUPPORT WEAPON EFFECTS

Adv. Support Weapon (AP:2+)	Effect
Advanced Ballistic Support Weapon (ABW)	+1 Firepower in addition to usual Support Weapon bonus
Laser Support Weapon (LWS)	Increase the unit's Optimum Range by 1.5x
Gauss Support Weapon (GWS)	+1 Firepower in addition to usual Support Weapon bonus
Energy Support Weapon (EWS)	Ignore 1 Die of an infantry target's Armor/ Cover

Effects are cumulative – A unit with a laser cannon and a fusion gun would have 1.5x Optimum Range and ignore a die of cover/armor for an infantry target.

SPLIT ADVANCED SUPPORT WEAPON EFFECTS (OR WEAPON TEAM EFFECTS)

Adv. Support Weapon (AP:2+)	TL1 Effect	TL2 Effect	TL3 Effect
Advanced Ballistic Support Weapon (ABW)	+1 Firepower in addition to Support Weapon bonus	+1 to die roll when rolling on Vehicle Damage Table	+1 AT effect (or AT effect of 1 for weapon with no normal AT effect)
Laser Support Weapon (LWS)	All targets are in Optimum Range	+1 to die roll when rolling on Vehicle Damage Table	+1 Firepower in addition to Support Weapon bonus
Gauss Support Weapon (GWS)	+1 Firepower in addition to Support Weapon bonus	Ignore one die of target unit's Cover/Armor	+1 AT effect (or AT effect of 1 for weapon with no normal AT effect)
Energy Support Weapon (EWS)	+1 Firepower in addition to Support Weapon bonus and -1 to all Reaction Tests	Ignore one die of target unit's Cover/Armor	Ignore an additional die of target unit's Cover/Armor (2 dice total)

Effects are cumulative, so a TL3 weapon would also have the advantages of TL1 & 2.

SMGs, Shotguns, Pistols, & Other Close Assault Weapons

Some weapons have been designed specifically for use in close quarters battle, including firearms like shotguns and submachine guns.

Close Assault firearms have been designed to be very effective at "in your face" ranges, but the factors that make them so useful in a virtual knife fight don't serve them so well when engaging targets at long range.

In game terms, Close Assault weapons such as shotguns and SMGs throw an extra die in Close Assault or when firing at a target within Optimum Range. Beyond Optimum Range, SMGs and shotguns use a D6 for their Firepower Quality die regardless of the firing unit's Troop Quality.

Like SMGs and Shotguns, handguns are very "handy" in close quarters. They don't throw down the volume of fire that a subgun or shotgun does, however, and so are a little less effective.

A figure firing a handgun at a target in Optimum Range receives a reduction of one die type to its Troop Quality (i.e., a figure with a Troop Quality of D8 would throw a D6 when using a handgun). Troop Quality cannot be reduced below D6.

Handguns cannot fire effectively enough at targets beyond Optimum Range to engage them at all.

Handguns are very effective in Close Assault, however, and figures using handguns in Close Assault receive a bonus Firepower die.

Some troops may use actual melee weapons in combat. These also allow their users an extra die of Firepower in close assault, but are obviously of no use in fire combat.

Intimidating Weapons

While nobody wants to get shot by *anything*, some weapons are particularly fearsome or intimidating. Infantry units that come under fire from an Intimidating Weapon must make a Morale Check to avoid becoming **Suppressed**.

As a rule of thumb, any weapon that has an unmodified Firepower of 3D or higher is an Intimidating Weapon. Some weapons may be identified by theater specific rules or a scenario as Intimidating even if they have a Firepower of less than 3D.

Flamethrowers

Flamethrowers are fearsome weapons which are terrifyingly effective at burning infantry out of fortified positions. Flame's ability to penetrate cover coupled with its overpowering psychological effect make flamethrowers ideal weapons for dislodging even the most determined foes from bunkers, tunnels, and other fortified positions.

Flamethrowers can be a double-edged sword, though. Their tanks of volatile fuel are quite likely to immolate their bearer if punctured by enemy fire, a fact that is never very far from most flamethrower men's mind.

Flamethrowers may only be fielded by units with a Troop Quality of Trained or higher. Flamethrowers are Intimidating Weapons.

Flamethrower attacks are resolved separately from any other attacks made by the unit to which they are attached – in other words, the flamethrower's Firepower dice are not pooled with its unit's small arms or support Firepower dice.

Flamethrowers ignore all Cover and Armor dice. A unit attacked by a flamethrower may only use its basic Defense. Any unit attacked by a flamethrower must make a Morale Check whether the attack causes casualties or not. If the unit fails its Morale Check, it automatically suffers a Pull Back result.

Casualties caused by flamethrowers are usually fatalities. Instead of the regular First Aid Check for flamethrower casualties, roll a D6. On a roll of 6 the casualty is only singed and breathless and may return to combat. All other results indicate a fatality.

Units with flamethrowers attached must make a Morale Check every time they are fired at, whether they take a casualty or not.

If a flamethrower equipped unit takes casualties and the figure carrying the flamethrower is determined to be among them, roll a D6. On a roll of 1 the flamethrower explodes and subjects the unit to a flamethrower attack with a Firepower of 8D6.

Flamethrowers may be either man-portable or vehicle mounted. Man-portable flamethrowers have a maximum range of 8". They do not receive an Optimum Range bonus. Vehicle mounted flamethrowers have a maximum range of 12" and also do not receive any Optimum Range bonus. Flamethrower teams do not receive a Weapon Team bonus.

FLAMETHROWERS

Man-Portable: 8" Max Range, 6D Firepower
Vehicle Mounted: 16" Max Range, 10D Firepower
Flamethrowers ignore cover dice
No Optimum Range Bonus
No Weapon Team Bonus
May only be fielded by units with a Troop Quality of Trained or higher

Flamethrowers are Intimidating Weapons

Flamethrowers and Buildings

Flamethrower attacks against infantry in buildings have a chance to ignite the building. Non fortified and lightly fortified buildings catch fire on a D6 roll of 4 or higher. Medium and heavily fortified buildings are flame resistant and will not ignite.

Infantry units must evacuate a burning building on their next activation. Treat the burning building as inaccessible for the rest of the game.

Flamethrowers and AFVs

Flamethrowers may attack tanks and other AFVs, but with a reduced Firepower. Flamethrowers lose one Firepower die when used against vehicles. Resolve the attack as any other anti-vehicle attack, but roll to see if the vehicle catches fire whether the attack damages it or not. On a D6 roll of 1, the vehicle is ignited and its crew must make a Troop Quality Check to douse the flames. If they fail, they must Bail Out and the vehicle is considered to be destroyed.

On-Board Mortars

Forces often have the support of off-board mortar teams some distance away that are responding to the force's calls for fire. Mortar teams can occasionally be fielded on the table as well.

Small mortars that are homogenous to an infantry squad or fireteam are treated as normal Medium Support Weapons.

Light mortar teams may be deployed on the table. On-table light mortar teams are treated as Weapon Teams. When firing at a target that is out of their LOS, on-board mortar teams use the same fire request rules as off-board mortars and artillery. On-board mortars may engage enemy units in their LOS without going through the call for fire sequence.

Light mortars have a No Fire Zone of 18". They may not be fired at enemy units that are within 18".

If fired upon directly by enemy units, the mortar team may react in the same way as any other unit. If attacked by an enemy unit that is within their No Fire Zone, the mortar team may reply with small arms fire.

On-board mortar teams may go on Overwatch but *do not* receive the +1 bonus to their Reaction Die roll.

Medium or Heavy Mortar teams may be placed on the table as part of a scenario. They are normally placed as scenario objectives, because neither type of mortar may normally fire at targets on the table.

Medium Mortars have a No Fire Zone of 24".

Heavy Mortars on the table are always present as objectives only and may never be fired at on-table units.

Special Teams

Weapon Teams

Where Firepower is concerned, some teams are worth more than the sum of their parts. Machinegun teams, mortar teams, and sniper teams generally project more power on the battlefield than suggested by their small size. For this reason, Weapon Teams receive a two dice bonus to their Firepower.



A DPRG heavy weapon team (photo: Piers Brand, miniatures: GZG)

Note that this bonus ONLY applies to units that are specifically designated as Weapon Teams and who have a Troop Quality of Trained or better. Just having a support weapon in a unit doesn't make that unit a Weapon Team. The unit's entire purpose must be to operate their special weapons in accordance with the tactics associated with those weapons.

If a weapon team in reduced below 50% manpower or to a single man, it loses its special Firepower bonus.

Example: *A force has a Machine gun Team. The team consists of a gunner and assistant gunner with a Troop Quality of Trained. Normally their Firepower would be 3D8 (1 die for each figure and a third die for the light support weapon), but with their Weapon Team bonus, their Firepower is raised to 5D8.*



An NSF Sniper Team at work during the battle of Novolgograd (photo: Piers Brand, miniatures: Pig Iron)

Sniper Teams

In addition to the extra dice received for being a Weapon Team, sniper teams may also designate Leaders or Support Weapon gunners as casualties in a unit they've scored a hit against. Note that only one of a unit's Leader or Support Weapon gunners may be killed in a single sniper team attack.

Simply having a sniper attached to a unit does not convey this advantage. If the sniper is part of a normal unit, his dice are simply added to that unit's firepower as usual.

Everything on the table is in Optimum Range for a Sniper Team.

Sniper Teams are Stealthy units. They normally have Night Vision. Sniper Teams may automatically get In Cover *and* Hide on any turn that they do not move. Sniper Teams do not need to be out of enemy LOS to hide, but they must be out of Optimum Range. Sniper Teams are assumed to start any scenario already Hidden.

Example: *An NSF sniper team scores three casualties against a unit of Tsarist irregulars. Normally the Tsarist player would dice to see if the irregulars' leader was hit, but since the casualties were caused by a sniper, the Tsarist unit's leader is automatically removed along with two other randomly determined figures.*

Heavy Sniper Rifles

Heavy Sniper Rifles are extremely powerful sniper rifles that can perform dual roles as an anti-personnel and anti-material weapon. These rifles are usually built around a large caliber round or an exceptionally intense energy charge. Heavy Sniper Rifles are generally highly accurate in deplorable conditions and at long ranges. A sniper equipped with one can pick off human targets at amazing distances or destroy/disable enemy vehicles or field pieces.

On average, Heavy Sniper Rifles are rated AP:2/AT:1(L) and are Intimidating Weapons (*See pg. 77*).

Animal Teams

Dogs have fought alongside men since they were domesticated. They have continued to see widespread use on the battlefield. There are certainly sensor suites that can do everything a dog can do and more, but not for the price. Thanks to the amazing canine sense of smell, dog teams are ideal for sniffing out sappers attempting to infiltrate through the lines or other dangers that human senses would not reveal. Other, non-terrestrial, domestic animals sometimes fill the same role.

Animal teams automatically detect any hidden unit within 8".

Animal teams prevent Out of Contact Movement within 8".

Animal teams automatically detect IEDs, booby-traps or mines within 8".

Animals have the same Troop Quality and Morale as their handlers. They may only fight in Close Assault. Some

"Screwed. We are so screwed." The bot-handler flicked his diagnostic comp closed with a disgusted flick of the wrist and powered down the drones. They settled on the small tarp at his feet like a cloud of sleepy beetles. *"Grid's down for the count."*

Pvt. Morrelle frowned, confused. "So? We only need the things to work locally. All it has to do is sniff out any mines between us and the ambush site. It doesn't have to report back to higher, so who cares if the Grid is down?"

"We do, genius. You think these little bugs carry enough brains on board to tell one of umpteen-thousand explosive compounds from the smell coming off you?"

Sgt. Burns raised a hand as Morrelle started to rise, fists clenched. "Secure that, Private! Here's the Loot with a replacement for bug-boy's toys."

"We don't have a sensor suite in the inventory small enough that doesn't need the Grid to operate," the bot-handler grumbled. "You guys are screwed until my bugs get their feed back."

The Lieutenant's Rover pulled to a stop a short distance away. Sgt. Burns laughed as his boss, another soldier, and an alert looking dog unloaded and headed his way. The soldier, the dog's handler, paused to give the dog a treat.

"See that?" Morrelle hissed at the bot-handler. "Looks like our sensor suite has all the feed it needs. Pack your toys where you keep your chocolate, Ponts!"

military dogs/animals are equipped with body armor (or possess it naturally).

Animal teams throw an extra die in Close Assault.

Injured dogs *do* count as casualties for purposes of Morale Checks.

Animal handlers, the human part of the team, obey the same rules as any other unit. If the dog-team's handler becomes a casualty, the animal is removed from play. If the animal becomes a casualty, the handler may attach himself to a friendly unit.

Night Fighting

Night vision is de rigueur on the battlefields of *Tomorrow's War*. Unless stated otherwise in a scenario, all combatant units are assumed to have night vision devices. Some alien races and genetically/cybernetically altered humans have innate night vision.

In those instances where units lacking night vision devices are forced to fight a night engagement, they lose one die of Firepower and have their Optimum Range cut in half. Units with night vision devices suffer no such penalty.

Example: *A squad of Arden Village Militia troops with a Firepower of 6D and a Troop Quality of Untrained is fighting at night. The unit has no night vision capability, so its Firepower is reduced to 5D and its Optimum Range, which was 6", is reduced to 3".*

Hidden & Stealthy Units

Hidden Units

Units who begin play placed in buildings, woods, ditches, behind walls, or in other terrain likely to allow for it, may be declared Hidden by their player. Hidden units may not be fired upon until they are detected.

Going into Hiding

Units may also go into hiding after the game has begun. To go into hiding, a unit must be out of LOS of any opposing units and make a successful Troop Quality test.

Stealthy units may automatically go into hiding if there are no opposing units in LOS.

Vehicles and guns can only be hidden at the beginning of the game; they may not go into hiding once the game begins.

Aerial Drones and Hidden Units

Some scenarios allow one or both players the use of aerial drones or an Unmanned Aerial Vehicle or UAV. A drone or UAV may also be drawn as a Fog of War card.

Many drones are unarmed, but they are still a powerful asset. If a drone is present over the battlefield, the

opposing player's units may not use **Out of Contact Movement**.

Additionally, the player owning the drone may make a Detection Check for all of his opponent's hidden units at the beginning of each turn and opposing units roll as if they were one Troop Quality lower when attempting to hide, i.e., a D8 Troop Quality would roll as if they were D6 Troop Quality if their opponent had a drone in the area.

Armed drones have the same effect, but have some limited offensive power as described on its Fog of War card.

The Grid and Hidden Units

If any unit that is part of a force on the Grid spots a hidden unit, it is spotted by *all* units in its force.

Stealthy Units

Some units are extremely proficient at moving without alerting nearby enemies, either through natural talent or the use of stealth technology. These **Stealthy Units** rely on darkness and/or careful movement to infiltrate a target area, fulfill their mission objectives, and exfiltrate without attracting the enemy's notice. Scenarios and Force descriptions will identify Stealthy Units.

We had no idea where the DPRG Recon troops were. Their stealth gear was way better than our detection gear. Then the major got on the comm. A few minutes later, I heard something buzzing and getting louder. When I looked up, damned if it wasn't an ancient biplane that one of the local farmers had. He flew over the field to our front and started crop dusting! This white junk falls from the back of his plane, and the next thing you know, there were a bunch of white silhouettes crouching in front of us. Our heavies opened up and that was that. That guy was one of the bravest damned fools I've ever seen.

Dieter Marisch, Mercenary for the Republic of Arden

Stealthy units are almost always armed with suppressed weapons and equipped with night vision devices. They are highly trained in infiltration tactics and silent killing techniques.

Night operations are the bread and butter of stealthy units. Most scenarios involving them will be night missions.

Stealthy units are very good at moving without being seen or heard. To represent this, they must be "spotted" before another unit can engage them or react to their movement.

Spotting Stealthy Units

For a unit to spot the movement of a stealthy unit, the stealthy unit must be within the Optimum range of the majority of the spotting unit's figures. If this is the case, a Spotting Check is made.

When stealthy units attack in fire combat, they may use the Suppressed Weapons rules if the scenario indicates they possess suppressed weapons.

Stealthy units are found in both Regular and Irregular forces. Stealthy units are identified in scenario briefs and/or the Insurgent Reinforcement table.

Irregular units usually rely on their intimate familiarity with the local terrain for their stealth – they are usually not equipped with night vision devices or suppressed weapons unless the scenario calls for it. Regular stealthy units are often equipped with night vision and suppressed weapons.

Scenarios will dictate what gear is available to any stealthy units involved.

Spotting Hidden & Stealthy Units

Units within Line of Sight and Optimum Range of a hidden/stealthy unit may attempt to spot it. Both units involved must make an opposed Troop Quality test. Note that the Optimum Range associated with the unit's Troop Quality is used, not that of the weapon system they are manning (e.g., a vehicle crew with a TQ of D8 could only attempt to spot stealthy units within 8" despite their vehicle mounted weapons' unlimited Optimum Range).

If the spotting unit fails to roll a 4+, or if it rolls a 4+ but its roll is also equal to or less than the hidden/stealthy unit's roll, the Spotting Check fails and the spotting unit may not engage the hidden unit.

DETECTION DIE ROLL MODIFIERS FOR HIDDEN UNITS

(Modifiers are Cumulative)

For Hidden or Stealthy Unit

+1 if Detecting Unit Moved Rapidly this turn
+1 if Detecting Unit is a Buttoned Up AFV
+1 if Hidden Unit is a Stealthy Unit
+1 if Hidden Unit's Position is Camouflaged (Dictated by Scenario)
+1 for each TL the unit's stealth tech is superior to the opponent's sensor tech

For Spotting Unit

+1 if Detecting Unit is a Stealthy Unit
+1 if Hidden Unit is a Vehicle or Gun
+1 for each TL the spotting unit's sensor tech is superior to the hidden unit's stealth tech

If the spotting unit rolls a 4+ *and* higher than the hidden or stealthy unit's die, it has spotted the hidden/stealthy unit and may engage or React to it normally.

A ***Hidden*** unit that has been spotted by another unit remains "spotted" by that unit until it moves completely out of sight.

A ***Stealthy*** unit that has been spotted by another unit remains "spotted" by that unit until it moves completely out of sight. Stealthy units spotted by any unit in Grid capable force are spotted by *all* units in that force.

Suppressed Weapons

Suppression reduces a weapon's report and muzzle flash. Suppressed weapons are normally used by **Stealthy** units, including sniper teams. Only small arms may be silenced, including pistols, assault rifles, and sniper rifles. Support weapons may not be silenced.

Since most suppressed weapons use a subsonic round and/or a heavy suppressor on the end of the barrel, their stopping power and accuracy are often decreased. Units equipped with suppressed weapons lose one Firepower die unless indicated otherwise in their unit description.

A stealthy unit using suppressed fire must be spotted before it can be engaged with fire and can only be fired at by the unit(s) that spotted it.

When units with suppressed weapons engage a unit that hasn't spotted them, that unit cannot interrupt – it can only take the fire and hope to fire back. It is difficult to spot the source of suppressed fire, though, so a unit being attacked with suppressed weapons must make a Spotting Check to return fire.

Units may normally only spot suppressed fire if it originates within their own optimum fire range. Units equipped with advanced sensors can attempt to detect the origin of suppressed fire against them regardless of the ranges involved. Such units will be identified by their Force List or the scenario being played.

Spotting Checks are not necessary if the unit being fired on has already spotted the stealthy unit's movement or if the unit fired non-suppressed weapons in addition to its suppressed small arms.

Note that Tech Level may affect Spotting Checks. Units with different Tech Level sensors and stealth should apply the appropriate modifiers. A unit with superior stealth or sensor technology receives a +1 die roll modifier for each level their tech exceeds their opponent's.

Chameleon Suits

Some recon and infiltration units make use of Chameleon suits to become virtually invisible. Chameleon suits are able to "read" the terrain around them and change their colors to blend into their surroundings. Troops in Chameleon suits are notoriously difficult to spot and once spotted, just as difficult to keep in sight.

Troops in Chameleon suits are always considered to be hidden until spotted – even when moving.

If a Chameleon unit is spotted by a unit that is on a Grid, including a UAV or other sensor drone, its location is known and it may be engaged by all units in the spotting unit's force.

If a Chameleon unit is spotted by a unit that is *not* part of a Grid system, its location is only known by units that have actually succeeded in spotting it and only those units may fire at it.

Chameleon suited troops may resume hiding by passing a Troop Quality test after remaining motionless and not

firing for one turn – even if there are enemy units in LOS at the time.

Tech Level modifiers apply for spotting Chameleon suited units. See ***Contests Between Varied Tech Levels***, pg. 53.

Units in Chameleon Suits have a better chance of remaining hidden from a Grid capable force. They receive a +1 die shift when taking a ***Grid Quality Test*** to avoid being detected by grid enabled troops, sensors, drones, etc.

CLOSE ASSAULT

Despite advances in combat technology, victory in *Tomorrow's War* may still come down to a scuffle between desperate men armed with knives, bayonets or entrenching tools. Sometimes the only way to dislodge the enemy from a position is at the end of a sharpened length of cold steel.

If one or more figures in a unit are within Rapid movement distance of an opponent unit, the entire unit may launch a charge and attempt to engage the enemy in a "close assault."

Close Assault Quality Checks

Once a unit has declared a Close Assault on another unit, it must make a Unit Quality Check.

If the unit passes the Quality Check (it rolls a 4+ on a Troop Quality die), it may proceed with the Close Assault. If the unit fails its Quality Check, it must remain in place and forfeits its activation. The unit may spend its activation taking cover or tending to its wounded, however. It may also still react to enemy units.

If the Assaulting unit passes its Quality Check, the defending unit must make a unit Quality Check of its own.

If the defending unit passes its Quality Check (by rolling a 4+ on its Troop Quality die), it may either opt to attempt to break the charge with defensive fire or flee one full Rapid movement away. Units with Dependents may ***not*** flee. Regardless of how it responds to the assault, the defending unit forfeits any other actions for the turn.

Resolve defensive fire in the same manner as regular fire combat, but subtract 1 die from the defending unit's Firepower to reflect the unnerving effect of being charged and 1 die of Defense from the Assaulting unit to represent how heedless they are of danger during their break-neck charge into the enemy. Assaulting units are subject to this modifier even when being fired upon as part of reactions or interruptions from units not directly involved in the close assault itself.

If the Assaulting player takes casualties, he must make a morale check as usual. A Pinned or Shaken result aborts the assault. Pinned and Shaken units are returned to their positions prior to the assault and are subject to the usual Pinned/Shaken effects

If the Assaulting player takes no casualties or passes any resulting Morale Check, move the assaulting figures into contact with the defenders and resolve the Close Assault.

If the defending unit fails its Quality Check it can either stand in place and fight with no defensive fire or it can flee up to one full Rapid move and become Pinned. Remember, units with Dependents may not flee.

If the defending unit doesn't flee, the assaulting figures are moved into contact with the defenders and the Close Assault is resolved.

Resolving an Infantry vs. Infantry Close Assault

Infantry Close Assaults are resolved in the same manner as Fire Combat, except the combat continues until one side is either wiped out or captured. Additionally, neither side may claim Cover dice other than Body Armor.

The assaulting unit makes the first attack roll, casualties are determined, and morale checks are resolved. If the defending unit isn't wiped out or captured, it may make an attack using its surviving figures. This process continues until one side is wiped out or surrenders.

Morale checks are resolved normally, but their results are used to determine if a unit has lost the will to continue fighting.

If an Irregular unit becomes Shaken enough to break (its morale is reduced below D6), they are considered to be captured by their opponents.

Regular units are also subject to Morale checks during close assault. If they become Pinned, their Morale drops by a die type. If their Morale drops below D6, they surrender and become POWs of the unit they are fighting. Multiple pins in Close Assault reduce the unit's Morale level, but they do not force a Pull Back.



[Bump in the Night]

If a unit is wiped out in Close Assault, roll 1D6 to determine the fate of each of its figures. Each figure that rolls a "1" is captured and becomes a POW (if the Irregulars deign to take prisoners). On any other roll, the figure is a casualty and removed from play.

Units may choose to finish off captured opponents rather than take prisoners and suffer from Dependent penalties. Unless otherwise stated, human units *MUST* take prisoners.

POWs

If figures from one side surrender to the other, they are kept with the victorious unit until they are either escorted off the table or the game ends. This allows their owning player a chance to rescue them. Rescued POWs become Dependents to the unit that rescues them until that unit moves to a friendly board edge (where it is considered to have handed off the POWs to another friendly unit) or disposes of the POWs in some other way dictated by a scenario's special rules.

Once a figure has been made a POW, it may not be used in combat for the duration of the game, even if it is rescued. It is assumed that such figures have been stripped of all their weapons and armor and are quite likely in a debilitating state of shock.

Close Assaults against Units with Dependents & Casualties

If a unit with Dependents and/or Casualties launches or receives a Close Assault, the Dependents and Casualties are not counted as combatants. If a unit with Dependents or Casualties is wiped out or captured as the result of a Close Assault, the unit that defeated it takes custody of its Dependents/Casualties and is subject to the usual Dependent penalties – it is *not* subject to the Casualty penalty unless the casualties it has captured are friendlies.

MORALE

Even the most highly motivated units have their limits – a unit that has been badly mauled will often take a moment to reflect on cost vs. gain. In *Tomorrow's War*, these moments of battlefield introspection are referred to as Morale Checks.

Morale Checks

Troops take morale checks under different circumstances. In general, Irregular troops are more brittle and thus take more checks during the course of a game, as described in the section on Mixed Force engagements.

A unit's Confidence Level also effects when it takes Morale Checks. Things a high confidence unit might shrug off may be the final straw for a low confidence unit.

When a unit is called upon to make a Morale Check, it must roll a Morale Die for each figure in the unit and consult the appropriate Morale Effects rules to determine the Morale Check's results.

Morale checks are taken immediately as they are incurred. If multiple instances of the same type of Morale Check points occur at once, only one Morale Check is made for all of them.

Example 1: *A fireteam with low confidence is fired at by an opposing fireteam armed with Small Arms. The low confidence fireteam immediately takes a Morale Check , which it passes. The Firepower attack is resolved and the unit takes a casualty, incurring another Morale Check, which it also passes.*

MORALE CHECK POINTS

LOW CONFIDENCE TROOPS:
Each time a Unit is fired on

CONFIDENT TROOPS:
Each time a unit is fired on by Support Weapon or Vehicle Mounted Weapon with an unmodified Firepower of 3D+

ALL TROOPS:
Each time a Unit takes casualties
Each time a Unit is fired upon by a weapon with an unmodified Firepower of 4D+
Each time an IED is detonated within 10"
Each time a unit is subjected to an artillery salvo or air-strike
Each time fire from their unit injures/kills a civilian or non-combatant

Example 2: *A confident fireteam is crossing a street when they are fired upon by a heavy machinegun (a support weapon with a Firepower of 3D higher). The unit immediately takes a Morale Check and is Pinned. Now the actual fire is resolved and the unit takes a casualty, indicating another Morale Check. The unlucky unit receives another Pinned result and is forced to Pull Back.*

Example 3: *A confident fireteam is fired upon by an enemy unit and takes three casualties. Only* ***one*** *Morale Check is taken by the unit with casualties.*

Making the Morale Check

If a unit has been forced to make a Morale Check, roll a Morale Die for each figure in the unit. All rolls of 4+ are counted as Successes and all rolls less than 4 are counted as Failures. Total the number of successes and failures and consult the appropriate rules below for effects on Regular units.

See the **Asymmetrical Operations** rules for Irregular morale effects.

Morale Effects

Units will respond in one of three ways to Morale Checks. They will either **Stand**, become **Pinned**, or **Pull Back**.

Stand Result: If a unit makes a Morale Check and the number of Successes (4+) is ***greater*** than the number of Failures, the unit's morale **Stands** suffers no adverse effects.

Pinned Result: If a unit makes a Morale Check and the number of Failures is ***equal to or greater*** than the number of Successes, the unit becomes **Pinned**.

Pull Back Result: If a Pinned unit is "Pinned" again, it must attempt to **Pull Back** unless it is already in a defensible position.

Explanation of Morale Effects

Stand

Units that Stand have passed their Morale Check and suffer no negative effects.

Pinned

Even the most well-trained and highly motivated unit of soldiers will take pause when suddenly reminded of their mortality in the face of enemy fire or faced with moral predicaments that take them "out of the zone." This (usually) temporary drop in motivation is referred to as being **Pinned.**

Pinned units must move to cover if they have any movement left. They may not move towards the enemy while seeking cover.

A pinned unit that cannot move to cover without moving towards the enemy may attempt to get **In Cover.**

Pinned units may fire at enemy units during their normal activation or interrupt an enemy movement with fire. However, pinned units are treated as if they are one Troop Quality die type lower for the duration of the turn. Troops reduced below D6 by being pinned may not fire *at all* until they become un-pinned.

The Morale Dice of pinned units are unaffected.

Pinned units become "un-pinned" at the end of the turn in which they were Pinned.

Pull Back

Units that have been Pinned are forced to Pull Back if they are Pinned a second time in the same turn. A unit that is forced to Pull Back will immediately move *away* from the last enemy unit that fired at it and take up a covered position to re-group. It can move up to 6" to find cover (regardless of how far it has already moved), but must move into the *nearest* covered position that does not require movement towards enemy units.

Units that are forced to Pull Back must spend their *next* turn regrouping. Regrouping units can return fire in a round of fire, but may not initiate a round of fire or go on Overwatch. Nor may they move. At the end of the turn they are re-grouped and may move as desired on the following turn.

A unit that is regrouping following a Pull Back will treat all failed Morale results as another Pull Back.

COMBAT STRESS

Stress, and the individual soldier's reaction to it, is an integral part of the combat experience. The cumulative effect of individual stress may eventually have an effect on a unit's overall combat performance.

Most scenarios represent short, sharp actions where unit stress is less of an issue, but it might be a deciding factor in a longer engagement. The effects of these stressors are simulated through the Combat Stress rules.

Scenarios using Combat Stress will indicate it in their Special Rules section. Players may also opt to use these rules with whatever scenarios they choose.

I remember one fight on Glory that really got to me. I still have nightmares about that day. My squad was walking through a deserted village when they hit us. MacKenzie, our SAW gunner, got hit first. He took a rail gun round to the chest. Didn't even slow the round down, went clean through him and his armor. It left a perfectly round hole right through him big enough to put your fist through. Then his number 2, Peterson, got hit by another sniper. He took a round right through his flexiglass visor and was dead before he hit the ground. One by one that sniper team trimmed us down. Finally, I was on my own. I hid for 10 hours in that deserted ghost town. Even when they came down to check the corpses of my buddies. Not my finest hour in combat but I had lost it by then. I was picked up a day later by a patrol sent out to find us. I was curled up in a house sobbing like a baby. All my buddies were dead. It took several sessions with the Shrink before they let me out to play again. I do my duty as well as ever now, but something in me died that day.

Staff Sergeant Hamilton Clane, Royal Marines

Background Stress Level

The background stress level of a game is determined by the scenario. Generally, the background stress level will be 0, but if the scenario involves units that have been out in the field too long with too little rest, are cut off, etc., the background stress level might start at 3. Initially, all Regular units on the table will have the same Stress Level, but as time goes by those Stress Levels will begin to vary.

Stress Modifiers

+1 for each turn after the first
+1 for Dependents/Wounded in the unit
+1 for each objective achieved by opponent
+1 if fired on in last turn
+1 if taunted by mobs in the last turn
+X for negative leader within 6"

-1 If unit is in Solid Cover or has no LOS to enemy
-1 for each objective achieved by your force
-1 for each turn not under fire or taunted
-X for positive leader within 6"

X = Positive or negative value of Leader

Modifiers are cumulative.

The Stress Modifiers table describes conditions that will raise or lower a unit's Stress Level (modifiers are cumulative).

Positive Leadership & Stress

While most leaders, regardless of rank, are functionally competent, some possess the extraordinary ability to inspire their men. In *Tomorrow's War*, we refer to this combination of charisma and moral authority as "Positive Leadership."

Positive Leaders may be of any rank, but most are squad leaders or platoon leaders.

Each Positive Leader has a Leadership rating ranging from 1 to 3. This equates to the level of stress per turn the leader can alleviate for each friendly unit within 6".

Leaders with Positive Leadership and their leadership rating are noted in Scenario briefs.

Negative Leadership & Stress

While some leaders inspire their men or put them at ease, others have the opposite effect, robbing their men of their enthusiasm and confidence.

Like Positive Leaders, each Negative Leader has a Leadership rating ranging from 1 to 3. This equates to levels of stress per turn the leader can *cause* for each friendly unit within 6".

Leaders with Negative Leadership and their leadership rating are noted in Scenario briefs

Mixed Leadership

Situations may arise where a unit is within 8" of both a Positive and a Negative Leader. To determine the mixed leadership's effect on the unit's stress, compare the leaders' leadership values and subtract the lowest from the highest and apply the difference.

For instance, if a unit was within 8" of a Positive Leader with a Leadership of 1 and Negative Leader with a Leadership of 2, the difference is 1,– so the unit gains 1 level of stress rather than 2. If the situation were reversed (Positive Leadership of 2, Negative Leadership of 1), the unit would lose 1 level of Stress rather than 2.

Stress Test

At the beginning of each turn after the first, each unit on the table will make a Stress Test. Any negative effects resulting from the Stress Test are applied immediately.

To perform a Stress Test, roll 1 Quality die for each figure in the squad. Roll an extra die if a Positive Leader is within 8" of the testing unit and lose one for each Negative Leader within 8".

Compare each die to the current Stress Level of the game. If more dice are equal to or greater than the current Stress Level, the unit has passed the Stress Test and suffers no effects.

If more dice are less than the current Stress Level, the unit has failed the Stress Test and **Loses Confidence**.

Losing Confidence

A unit that loses confidence due to a failed Stress Test loses a Firepower die and is reduced one Confidence Level - i.e., a unit with a basic Firepower of 6D goes down to a Firepower of 5D and Confident unit is reduced to Low Confidence.

If a unit loses all its Firepower dice through repeated loss of confidence, it becomes "combat ineffective" and is removed from the table.

Regaining Confidence

Under the right circumstances, units may regain lost confidence. Units may not regain confidence in the same turn that they lost confidence.

Regaining Confidence

Roll for regained Confidence if:
Unit is within 8" of Positive Leader
Unit was not fired on in the last turn and is In Cover.
Unit is not in the LOS of any opposing units.
Unit received Air Support last turn
Unit has friendly armored vehicles in sight – APC, IFV, or AFV
Unit achieved a scenario objective in the last turn
If one of these conditions applies to a unit at the beginning of a turn, it may roll to regain confidence. This is accomplished by performing a Stress Test. If the unit passes the stress test it will regain a die of Firepower.

Units may regain lost confidence if one or more of the following conditions apply at the end of a turn – see the Regaining Confidence text box.

Terrain Effects on Fire and Movement

The terrain on the gaming table, and the players' use of it, will have a marked impact on the results of any *Tomorrow's War* game.

Many games have extensive rules defining the effects of all terrain features on movement, fire, and line of sight, subtracting so much movement for climbing a hill or crossing a fence and applying umpteen modifiers to fire at units in this or that type of woods. *Tomorrow's War* takes a slightly different approach.

One of the underlying philosophies of *Tomorrow's War* is the assumption that the gaming table is an abstract rather than exact representation of a battlefield. A flat, open field on the gaming table may appear to offer no cover or concealment to an infantry unit crossing it, but in reality such a field would be likely to have variations of elevation and vegetation that could provide cover or concealment for a unit going to ground in it. These variations are too small for us to model on the gaming table, so we must assume they are there whether we can see them or not.

In the other extreme, terrain that looks completely impassable on the table might offer routes of passage in reality. A hill's vertical face might look impossible to traverse on the table, but the life-sized hill the terrain piece represents might have game trails crisscrossing its front or an abundance of easily ascended hand and footholds pocking its face.

Take into account the fact that a stand of trees used on the gaming table might represent an orchard one week and impassable tangle the next, and the abstract approach we've described above makes even more sense!

All of this is not meant to imply that terrain has no effect other than giving us something pretty to look at while playing a game. It simply means that we prefer to let the scenario dictate the true nature of a terrain feature rather than be limited by a one-size-fits-all rule or mechanic.

The following sections describe some commons sense effects for the most common types of terrain – these effects may be modified or negated by scenario notes, however, and are only meant as guidelines.

Buildings & Structures

Artificial structures, such as houses, shops, and factories, are some of the most commonly found terrain features on a *Tomorrow's War* game table. Like any other piece of terrain, a building on the tabletop is assumed to be much more complex than the model representing it. As a result, we place no significance on the number of doors or windows depicted on the model. After all, a building may have combat damage not represented on the model – holes blasted in its walls from previous engagements may provide gaps to shoot from or breaches that allow entry. As a result, the following rules apply to buildings unless otherwise noted in a scenario brief:

Buildings may be entered from any side, regardless of the presence of doors or windows.

Units within a building have a 360° LOS and firing arc.

We recommend that units be placed on top of a building to indicate they occupy it. We also recommend that the number of figures that will fit atop a building be used as a rule of thumb for how many figures may usefully occupy it. Common sense must prevail for buildings that are three or four stories tall, of course.

Figures within a building may move from one story to another at will without expending movement to do so.

Units that move into a building may immediately set up a defensive position based on the 2" unit cohesion for units in a defensible position.

Units may only use Tactical Movement on turns in which they move through, into, or out of a building.

Destroying Buildings

Some scenarios may call for one side or the other to destroy a building to gain victory points or a player may decide that some troublesome enemy stronghold simply has to go. Any time infantry inside a building are engaged by weapons with powerful blast effects the building itself is targeted and may be destroyed.

Any time a building is fired at by a weapon with an unmodified Firepower of 4D or higher, a check should be made to determine if the building is destroyed.

Additionally, any time infantry within a building are engaged by a weapon with an unmodified Firepower of 4D or higher, the building itself will be targeted rather than the infantry within. A Building Destruction Check will be made to see if the building is dropped on the infantry sheltering inside. Even if the building remains standing, the infantry inside it are likely to take casualties from the attack's blast effects.

Structural Strength

All buildings have a Structural Strength rating that represents how much punishment they can take before collapsing. There are three levels of Structural Strength: Weak, Average, and Reinforced.

Unless stipulated by the players before the game or specifically noted in a scenario, all buildings default to Average structural strength.

Weak Buildings were never meant to last through the ages. Such buildings are serviceable, but not particularly durable. Think sheet metal buildings, free standing residential garages, or industrial outbuildings.

Average Buildings are, well, *average*. They are sturdy, durable structures perfectly suited to everyday use. Think normal houses and shops.

Reinforced Buildings are built to last. They are generally built of reinforced concrete and can take quite a beating.

Think industrial buildings, government buildings, and large commercial structures.

Exotic structures are usually alien in origin. They are constructed using materials and methods that are beyond human capabilities and are invulnerable to human weaponry. Such structures are often artifacts from another age.

Each class of building receives a number of Structural Strength dice:

STRUCTURAL STRENGTH DICE

Weak: 3 Dice
Average: 6 Dice
Reinforced: 9 Dice
Exotic: Indestructible

Fortified Buildings

Some buildings are either constructed as military grade fortifications or are fortified later by the addition of sandbags, concrete reinforcement, etc. Fortification gives a building additional Structural Strength dice.

There are three levels of fortification: Light, Medium, and Strong.



A DPRG tank destroyer with a scout car spotter during the 1st Battle of Tiaret (photo: Piers Brand, miniatures: GZG)

FORTIFICATION BONUS DICE

Light Fortification: +1 Die
Medium Fortification: +2 Dice
Strong Fortification: +3 Dice

Light Fortification generally consists of ad hoc reinforcement of a building through the addition of sandbags, metal sheeting, or stacks of bricks or concrete blocks.

Medium Fortifications are either purpose built structures, like small bunkers, or have received fairly major modifications to make them more resistant to gunfire, artillery, or bombing raids.

Strong Fortifications are nearly always purpose built structures, such as headquarters or communications hubs.

Structural Strength

The type of Structural Strength die a building uses is determined by its construction quality. The better a building's construction quality, the better its Structural Strength die type.

Unless stipulated by the players before the game or specifically noted in a scenario, all buildings on the table are generally of Decent construction.

Building Destruction Tests

Only explosive weapons (or weapons that produce explosive effects) are destructive enough to reduce even the weakest of buildings to rubble. Buildings may only be destroyed by grenade launchers, shoulder launched

STRUCTURAL STRENGTH DIE TYPES

Shoddy Construction: D6
Decent Construction: D8
Quality Construction: D10
Exceptional Construction: D12

missiles, demolition charges, main tank guns and other cannons, artillery, or aerial bombs and missiles.

To perform a Building Destruction Test, the player attempting to destroy the building rolls the Firepower dice for the weapon he is using against the building and his opponent rolls the number and type of dice indicated by the target building's Structural Strength and Construction Quality.

Both players discard any dice with a score lower than 4.

If more Firepower dice are left than Structural Strength dice, the building collapses into rubble. If not, the building remains standing but will throw one less Structural Strength die the next time it takes a Building Destruction Test.

Whether a building is destroyed or not, units inside are likely to take casualties from the attack. If the building is destroyed, any unit within is struck with a Firepower equal to that of the weapon used in the destruction attempt with a +1 Firepower bonus. If the building survives the destruction test, any unit within is struck with a Firepower equal to that of the weapon used in the destruction attempt with a -1 Firepower die penalty. The unit may claim all applicable cover bonuses against either attack.

Example: *An enemy HMG team positioned in a hastily fortified office building is giving Red Player's advancing infantry a hard time. Red decides try to reduce the building to rubble with the help of two main battle tanks.*

The target building has an Average Structural Strength (6 dice) and has been hastily fortified with sand bags and rubble. Prior to the start of the game, both players agreed that the building has Light Fortification (+1 die, for a total of 7 dice) and is of Decent Construction (D8). The building will throw 7D8 for its Structural Strength.

The MBTs' main guns have a Firepower of 5D8 + 1D for a 120mm gun using advanced munitions, so they attack the building with a Firepower of 6D8 each.

The first MBT fires and rolls its 6D8, coming up with 4 dice with scores of 4 or better. The Defender rolls 7D8 and has 5 dice with scores of 4 or better. The building doesn't fall, but the HMG unit inside is still struck with a 5D8 (6D8 -1 die penalty described above). Miraculously, it takes no casualties.

In its activation, the second MBT fires at the building and comes up with 6 dice with scores of 4 or better. The defender again rolls 6D8 (reduced from 7D8, as this is the second destruction test against this building and it is weakened) but isn't as lucky this time, only garnering 4 dice with scores of 4 or higher. The building collapses into rubble and the infantry unit inside is attacked with a Firepower of 7D8 (6D8 +1 Firepower die bonus for the collapsing building). None of the HMG team survives!

Breaching Buildings

Some scenarios may indicate that certain buildings must be breached to enter or a unit may decide it wants to blast its way into an occupied building in a shock and awe attack.

There are two techniques used to breach a building: Breaching with charges and stand-off breaching. Both methods are described in the rule sections that follow.

Breaching with Charges

To Breach into a building or through a wall using explosive charges, a unit must have at least one figure in contact with the building. Once in contact, the unit may make a Breach Test. To successfully Breach a building or wall, the breaching unit must make a Troop Quality Check. A successful Troop Quality Check indicates that the unit may enter the building through their newly established breach. Failure means the unit must remain where it is for the rest of the turn.

Breaching Tests

Make a Troop Quality Check for the breaching unit. Success indicates the unit may enter the building immediately. Failure indicates the unit must remain where it is for the rest of the turn. It may make further attempts to breach on following turns.

Modifications to the Troop Quality Die Roll:

Unit Has Breaching Gear: +1

Unit Specializes in Breach Entry (SAS, Delta, etc.): +1

Building Structural Strength is Weak: +1

Building Structural Strength is Reinforced: -1

Building is Lightly Fortified: -1

Building is Medium Fortified: -2

Building is Strong Fortified: -3

The Breach Test roll may be modified by factors such as use of specialized tools or the building's strength.

Example: *A FFL team needs to breach through the back wall of a building occupied by a DPRG command unit and seize prisoners and intel.*

The unit must make a Troop Quality test to successfully breach the wall. Their Troop Quality is Veteran, so they'll be rolling a D10. They have Breaching Gear (+1), specialize in breaching operations (+1), but the building is Reinforced (-1), so they gain a total of +1 to their die roll.

The FFL team rolls a D10 and scores a 3. Normally this would be a failure, but the +1 to their die roll raises the score to a 4 – good enough to pass the Troop Quality test and breach the wall. The FFL team rushes in and takes the stunned DPRG officers by surprise!

Stand-Off Breaching

"Stand-off breaches" use fire from a heavy weapon at a distance to open a breach in a wall or building rather than relying on hand-placed breaching charges. Only very powerful weapons such as tank guns or shoulder fired rockets are capable of opening a stand-off breach.

To perform a stand-off breach, the breaching player announces his intent and the weapon he'll be using for the breach. Creating a breach requires very accurate placement of fire, so the weapon being used must be within 6" of the target building or wall.

The breaching player rolls the Firepower dice for the weapon he is using against the building and his opponent rolls the number and type of dice indicated by the target building's Structural Strength and Construction Quality with a -1 die penalty (this is to reflect that it is easier to blow a hole in a building than to flatten it entirely).

Both players discard any dice with a score lower than 4.

If more Firepower dice are left than Structural Strength dice, a breach has been opened and the breaching player's units may now enter the building. If less Firepower dice are left than Structural Strength dice are left, the breaching attempt failed.

Whether a building is breached or not, units inside are likely to take casualties from the attack. If the building is breached, any unit within is struck with a Firepower equal to that of the weapon used in the destruction attempt with a +1 Firepower bonus. If the building is not breached, any unit within is struck with a Firepower equal to that of the weapon used in the destruction attempt with a -1 Firepower die penalty. The unit may claim all applicable cover bonuses against either attack.

Breaching Into a Hostile Building

If a unit successfully breaches into a building containing a hostile unit, Close Assault is immediately initiated between the two units. Close Assault is resolved as normal, with the following modifications:

The breaching unit is not required to pass a Troop Quality Check to engage in Close Assault.

The defending unit may not flee. If it is able to lay down final defensive fire, resolve as normal but subtract TWO dice from the defending unit's Firepower and add TWO dice to the breaching unit's Defense to reflect the shock and surprise of a Breach attack. If the breaching unit is specially equipped for breaching operations or has flash-bang grenades, add THREE dice to the breaching unit's Defense.

Example: *The FFL team from the previous example breaches into a DPRG command center and close assaults its occupants. Because they breached in, the FFL team is not required to make Troop Quality Check to close with the DPRG officers.*

The shocked command staff makes a Troop Quality Check to see if they can run away or fire defensively, per the Close Assault rules. They pass their test and would like to run, but are unable to (smoke, dust, and the concussion of the breaching charge have left them disoriented and stunned). They raise their weapons and fire at the figures surging at them through the smoke and debris. Normally they would have a Firepower of 6D8 (there are six officers with a Troop Quality of D8 armed with small arms), but the shock of the breaching charge has left them so shaken that they suffer a -2 die Firepower penalty, reducing their Firepower to 4D8.

Water Obstacles

Rivers, streams, lakes, and ponds may or may not be impassable terrain. The scenario should dictate whether water obstacles are shallow enough to be crossed on foot or by vehicles. Any fords should be identified and it should be noted whether they are passable by infantry, vehicles, or both.



Heavy AFVs require a sturdy bridge to cross water obstacles (photo: Jim Roots, miniatures: Khurasan)

Both infantry and vehicles may only use Tactical Movement on a turn in which they cross a water obstacle.

Vehicles that are capable of swimming may cross water obstacles that do not have fords, but must start their turn at the edge of the obstacle and may only use Tactical speed for the turn.

Infantry units that are trained to cross water obstacles by swimming (such units are identified by the scenario) may cross in the same manner as vehicles above. Additionally, they must pass a Troop Quality Test to cross the obstacle without incident. If the unit fails their Troop Quality test, it suffers a 4D8 attack and may claim no Defense modifiers (no cover, body armor, etc.). Casualties are determined on the opposite shore of the water obstacle. Fatalities are assumed to have drowned while seriously wounded figures sustained some sort of injury in the crossing. Note that power armored troops need not take this test – their suits provide a self-contained atmosphere.

Ground Effects Vehicles (GEVs) and Anti-Gravity Vehicles (AGVs) may cross water obstacles without hindrance.

Jump capable infantry units must make a TQ Check to safely land or jump out of a water obstacle. Failure indicates they take a Firepower attack equal to half the number of figures in the unit. Only Armor may be counted as additional defense against this attack, which represents the chance of members in the unit suffering some mishap.

Vertical Obstacles

Steep hills, cliffs, escarpments, ravines and other vertical obstacles may be impassable terrain if identified as such by the scenario. Some vertical barriers may be impassable to vehicles, but not infantry. If not impassable, such terrain may be crossed by infantry or vehicles using Tactical Speed. The scenario will identify any vertical obstacles that impair or prevent movement.

Some units are trained and equipped to scale vertical obstacles. Such units are identified by the scenario. Units scaling a cliff or other vertical surface must begin their turn at the edge of the obstacle and may only use Tactical Movement for the turn. They must also pass a Troop Quality Test to determine if the ascent was accomplished without mishap. If the test is passed, the unit arrives at the top (or bottom) of the obstacle unharmed. If the test is failed, the unit takes a 4D8 attack and may claim no Defense modifiers. Casualties are checked at the end of the climb. Fatalities are assumed to have fallen to their deaths, while seriously wounded troops are assumed to have suffered climbing injuries.

Ground Effects Vehicles and Class 1 Anti-Gravity Vehicles may only negotiate moderate slopes at best. Slopes that may be passable to tracked, wheeled, and legged vehicles may be impassable to GEVs and Class 1 AGVs. Such impassable slopes should be identified before play begins.

Class 2 & 3 AGVs are not affected by vertical obstacles.

Forests and Woods

Forests, groves, stands of trees, tree-like plants, crystalline, ice or rock structures can impede both movement and line of sight. They may also provide cover for units sheltering within.

Woods generally fall into one of three categories: Dense, Average, and Light, plus a special category of Heavy Foliage Cover.

Dense Woods are impassable to most vehicles, but may be negotiated by small walkers in some cases. They block LOS past 1" from their edge. Troops within Dense Woods can only see half their Optimum Range to target enemy units inside the terrain with them.

Infantry units may only use Tactical Movement through Dense Woods and may claim the benefit of Solid Cover.

Heavy Foliage Cover can take the form of dense jungle undergrowth, thickets of heavy, tangled brush, or even expanses of tall, trackless grassland. Heavy foliage cover blocks line of sight. Non-indigenous troops may only use Tactical Movement when moving through or in terrain designated as "Heavy Foliage Cover" Certain troop types, such as special forces units or indigenous guerrillas may have this restriction removed as dictated by the scenario. This allows guerrillas and certain specialized forces an advantage over regular troops in this challenging terrain.

Troops inside a "Heavy Foliage Cover" terrain feature cannot be seen unless they are at the edge of the terrain feature and can only be spotted by units within Optimum Range. Units in Heavy Foliage also have no line of sight out of it unless on the edge of the terrain feature. This allows troops to hide in dense jungle terrain but requires them to be on the edge of a terrain feature in order to fire at enemy forces.

Troops in a "Heavy Foliage" terrain feature may see half their Optimum Range through the terrain to target enemy units inside the terrain with them.

Common sense must be applied when considering vehicle movement through heavy foliage. Dense jungle undergrowth will generally be impassable to vehicles (with the possible exception of walkers), while thick fields of "elephant grass" won't impede them at all. If not described by the scenario, players should agree on the effect of heavy foliage on vehicles prior to the game.



FFL recon vehicles in Average Woods (photo: Shawn Carpenter, miniatures: GZG)

Average Woods are passable by vehicles, but they may only move at Tactical Speed. Infantry movement is not hindered by Average Woods. Average Woods block LOS past 3" from their edge. Visibility within an Average Wood is also limited to the unit's Optimum Range. Infantry inside an Average wood may claim the benefit of Solid Cover.

Jump capable troops may jump over or out of average woods, but must take a Troop Quality test to safely land in them. If the Troop Quality test is failed, the unit must take a Firepower attack equal to the number of figures in the unit. Only Armor may be counted as additional defense against this attack, which represents the chance of members in the unit suffering some mishap.

Light Woods are little more than decorative clumps of trees and thin underbrush. They do not block LOS or impede infantry or vehicle movement. Light Woods provide no special cover benefits.

Artillery and Woods

Artillery fire into wooded areas adds a storm of wooden splinters to the usual hail of shrapnel. Artillery salvos striking units in Average or Dense Woods receive a bonus Firepower die.

Extremely Rough Ground

Extremely rough ground, such as boulder fields, heavily cratered areas, or areas choked with thick, resilient plant-life, or even terrain strewn with lava pools might be encountered in a game. Obviously, such terrain can prove to be tough going for both infantry and vehicles, but the sheer number of possibilities makes it rather difficult to come up with a single cut and dried solution for all extreme terrain. The effects of such terrain should be determined on an individual basis, generally in a scenario brief. The following guidelines might prove helpful, though:

Rough ground, sharp shards of rock, and entangling vines and plant stalks/trunks, are bad news for wheeled and tracked vehicles, which may only move through such terrain at Tactical speed.

If the hazards involved are less than knee-high to a figure, then GEVs and Class 1 AGVs may pass over the terrain without penalty. Movement of Class 2 & 3 AGVs is unaffected by any terrain.



War-torn urban settings are a good example of Extremely Rough Ground (photo & miniatures: Pig Iron)

Infantry may pass through such terrain without penalty in some cases, but must limit themselves to Tactical movements in others. If not dictated by the scenario, players should agree on the effects of rough ground on infantry movement at the beginning of the game.

Jump capable troops must make a Troop Quality Check to land safely on extremely rough ground. If the Troop Quality test is failed, the unit must take a Firepower attack equal to the number of figures in the unit. Only Armor may be counted as additional defense against this attack, which represents the chance of members in the unit suffering some mishap.

As a general rule, Walkers will suffer the same penalties as listed for infantry when traveling across extremely rough terrain.

Unearthly Environments

Not all battles take place in a terrestrial environment. Some wars are waged on planets with hostile atmospheres – or no atmosphere at all. Gravity on these worlds may be significantly higher or lower than that of Earth. Without special gear – and, just as importantly, special training – a soldier is as likely to die from exposure to the environment before ever laying eyes on an enemy soldier.

The following rules describe the effects of hostile environments on game play.

Vacuum or Hazardous Atmospheres

It is not unusual for *Tomorrow's War* forces to clash on worlds with lethal atmospheres or no atmosphere whatsoever. Troops must obviously wear protective environment suits if they intend to fight outside pressurized vehicles. Such suits require a fair amount of practice to use within the relatively safe confines of a spacecraft, to fight in one requires extensive training and familiarization. It is unusual for troops with a Troop Quality less than Trained to be deployed in such environments.

Combat in vacuum or hostile environments can be horrifyingly lethal. The smallest breach of an environment suit's integrity may prove fatal, even if the suit's occupant is otherwise unharmed. During combat in a hostile environment, any casualty in an environment suit must make a Troop Quality Check prior to its normal First Aid Check. If the figure passes the Troop Quality Check, make the First Aid Check as usual. If it fails the Troop Quality Check, the figure has succumbed to the hostile environment and is dead.

Note that troops in Powered Armor are not required to make a Troop Quality Check to survive suit breaches – it

I hate fighting in evac suits, they just ain't made for the job. The joints always lock up when you least want them to, leaving you looking like a spare dick at a wedding. The new Combat Environment Suits are better, but we are way down the list to be issued with them. I remember one action where a CAU registered freighter got jacked by some insurgents. The numb-nuts killed off the gravity simulators halfway through the fight. We were all floating around that place like fairies. Every time you fired the recoil propelled you backwards. Would have been funny as hell if they hadn't been trying to kill us.

Sergeant Carlos "Turk" Mozo, 2nd Assault Company, 3rd Marines



A survey team working in a hazardous environment (photo: Piers Brand, miniatures: GZG)

is assumed that even the most basic suit of Powered Armor will automatically compartmentalize the damaged area.

Some alien troops or genetically modified/cybernetically enhanced humans may be able to operate in noxious atmospheres without the benefit of environment suits. Such troops will be identified in their force lists or will be specified by the scenario.

Vacuum or Hazardous Atmosphere Casualty Check

Make a TQ Test:
Pass: Move on to appropriate First Aid Check.
Fail: Figure is KIA

Gravity Effects

Troops are used to the gravities of their homeworlds. Troops face a variety of challenges when forced to operate in gravities lower or higher than that to which they are accustomed, not the least of which can be simply *moving*. Poorly trained or green troops will find moving difficult and even the most experienced may find it challenging.

The effects of low or high gravity vary. Obviously, these effects do not apply to troops who are native or highly accustomed to the local gravity. Additionally, troops from low gravity worlds face compounded difficulties when operating on a high gravity world – and vice versa. The rules below describe the effects of low and high gravity on troops from a world with Earth-like gravity.

Troops who are operating in gravities other than their own must make a Troop Quality test each time they attempt to make a Rapid move. If they succeed, they may make a normal Rapid move. If they fail, they may only make a Tactical move.

Troops in vehicles or powered armor are not affected by strange gravities.

Putting It All Together: Lost & Found

Colony World: Glory
Area: Foix Gap, Near DPRG Border
Year: 2295

Alpha Company, 1st Battalion Landing Team, 6th Marine Regiment is on patrol in the Foix Gap near the DPRG border. The Marines have recently arrived from Grissom in support of their Republic of Arden comrades in arms. From the moment of their arrival, the troops find themselves fighting rough terrain, oppressive heat, biting insects and the occasional sniper. Action takes a turn for the dramatic when an Interface Fighter supplying close air support for a nearby operation suffers a catastrophic engine failure and the pilot is forced to bail out over contested territory.

Charlie Squad of 1st Platoon suddenly finds its routine patrol turned into a footrace to make contact with a downed pilot before the DPRG can lay their hands on a fantastic propaganda coup!

Scenario Information

Duration of Game: 8 Turns
Initiative: USMC for the first turn, then roll for Initiative normally
Special Conditions: None
Fog of War: Generated normally by Reaction Tests
Table Size: 3' x 3'

- **P:** Pilot's starting position in an abandoned building
- **1–4:** DPRG Team positions – Team 1 is at 1, Team 2 at 2, etc.



USMC Mission

One of Charlie Squad's fireteams must make contact with the downed pilot. See **Special Rules** for the pilot's behavior in game terms. The pilot must be escorted off the table by the Marines by the end of Turn 8.

USMC Victory Points

- USMC fireteam makes contact with pilot: 3pts
- USMC fireteam escorts the pilot off table prior to Turn 6: 10pts
- USMC fireteam escorts the pilot off table by end of Turn 8: 7pts

USMC Forces

USMC Basic Attributes

Initiative Level: D8
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 3
On Grid? No.
Body Armor: Hard Armor (2D)
Troop Quality/Morale: D8/D10

USMC Rifle Squad

1 x Squad Leader w/ M1 ACR

Fireteam Alpha

1 x Fireteam Leader w/M1 ACR
1 x Gunner w/M233 SAW (TL3 Lt. AP:1)
1 x Gunner w/Mk 17 SLAM (TL3 Med. AP:2/AT:2(M)
1 x Riflemen w/M1 ACR

Fireteam Bravo

1 x Fireteam Leader w/M1 ACR
1 x Gunner w/M233 SAW (TL3 Lt. AP:1)
1 x Gunner w/Mk 17 SLAM (TL3 Med. AP:2/AT:2(M)
1 x Riflemen w/M1 ACR

Fireteam One Charlie

1 x Fireteam Leader w/M1 ACR
1 x Gunner w/M233 SAW (TL3 Lt. AP:1)
1 x Gunner w/Mk 17 SLAM (TL3 Med. AP:2/AT:2(M)
1 x Riflemen w/M1 ACR

DPRG Border Legion Mission

The American Marines have recently arrived here to fight alongside the Ardenois. Here is a chance to use the American pilot to lure the Devil Dogs into a bloody defeat! Catch them in a fire pocket and cause as many American

[TL2 MBTs]



casualties as possible as they try to rescue their airman. If you do your job right, the Marines will be wiped out or driven off and you can deal with the pilot at your leisure!

DPRG Victory Points

- Per USMC KIA: 2pts
- Per USMC with Serious Wound: 1pt
- Per Marine Captured: 3pts
- Pilot still on table at end of Turn 8: VICTORY!

DPRG Forces

DPRG Basic Attributes

Initiative Level: D6
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No.
Body Armor: Carapace (2D)
Troop Quality/Morale: D6/D10

DPRG Border Legion Units

DPRG Team One

1x Squad Leader w/AK-400 Rifle
1 x Fireteam Leader w/AK-400 rifle
1 x Medic w/AK-400 rifle
1 x Gunner w/M. 78 SAW (TL1, TST, Lt. AP:1)
1 x Grenadier w/ RPGMP-3 (TL2, Med. AP:2/AT2(M)
2 x Riflemen w/AK-400 rifles

DPRG Team Two

1 x Fireteam Leader w/AK-400 rifle
1 x Gunner w/M. 78 SAW (TL1, TST, Lt. AP:1)
1 x Grenadier w/ RPGMP-3 (TL2, Med. AP:2/AT2(M)
2 x Riflemen w/AK-400 rifles

DPRG Team Three

1 x Fireteam Leader w/AK-400 rifle
1 x Gunner w/M. 78 SAW (TL1, TST, Lt. AP:1)
1 x Grenadier w/ RPGMP-3 (TL2, Med. AP:2/AT2(M)
2 x Riflemen w/AK-400 rifles

DPRG Team Four

1 x Fireteam Leader w/AK-400 rifle
1 x Gunner w/M. 78 SAW (TL1, TST, Lt. AP:1)
1 x Grenadier w/ RPGMP-3 (TL2, Med. AP:2/AT2(M)
2 x Riflemen w/AK-400 rifles

Special Rules

The Downed Pilot

One of Charlie Squad's fireteams must make contact with the downed pilot by moving into cohesion distance. The pilot can be moved as part of that fireteam. He may be handed off to another Marine fireteam if the two fireteams are in contact. The pilot must be escorted off the table by the Marines by the end of Turn 8. The pilot adds no Firepower or Defense dice to the fireteam he is with. The pilot does not contribute dice to Morale checks. For the purposes of this scenario, the pilot cannot be injured or become a casualty. If a unit the pilot is with is wiped out, the pilot will move to the nearest cover that takes him away from the nearest DPRG unit.

Terrain

Woods, walls, buildings, and the bank of the stream provide cover (+1D defense). Woods and buildings block line of sight.

Ambush Rules are in Effect

This means any DPRG units that are outside of Optimal Range may not be targeted by USMC troops unless they move or fire. USMC troops must pass a TQ Check within Optimal Range to spot hidden DPRG troops. The DPRG automatically fire first from ambush.

MECHANIZED COMBAT

Being a treadhead has its disadvantages – you can get burnt alive if your ride catches fire, suffocated by your own fire suppression system, blown to pieces by an ammunition detonation, shot by a sniper while out of the turret or turned to jelly by concussion hits. All that said... It still beats the hell out of walking to war.

Corporal David Smith, 1st Royal Tank Regiment



A DPRG wheeled scout-car (photo: Piers Brand, miniature: GZG)

It should be noted that the play area of the typical *Tomorrow's War* game represents a more-or-less point-blank encounter between AFVs. Vehicle engagements in this game are not stand-off affairs between carefully maneuvering tanks – they are short, brutal knife fights that may well be decided on the first, hurried shot.

ACTIVATING VEHICLES

Vehicles are activated in the same manner as infantry units. Like infantry units, an activated vehicle may move/fire or fire/move. Vehicles may be placed on Overwatch.
Vehicles may *not* use ***Out of Contact Movement.***



A selection of USMC armor fielded on Glory during the 2nd and 3rd Glory Wars (photo: Piers Brand, miniatures: GZG)

VEHICLE TYPES

Vehicles are grouped in types based on their method of mobility. The types are Wheeled, Tracked, Ground Effects, Anti-Grav/Direct Thrust. Descriptions of each type follow.

Wheeled

Wheeled vehicles have been around nearly as long as man and will probably still be rolling down streets (and over battlefields) far into the future.

Wheeled vehicles have several advantages, in that they are fairly quiet, handle most rough terrain well (assuming they were designed to), and are easy to maintain. All of these advantages make them a favorite on most colony worlds.

Tracked

Tracked vehicles have the advantage of being able to move on a stable road surface that they lay down in front of themselves and pick up after they pass over it. This allows a well-designed tracked vehicle to handle rough terrain with aplomb. Unfortunately, the same process makes tracked vehicles very loud and more difficult to maintain than their wheeled counterparts. Still, if you need to move something heavy somewhere there aren't any roads, tracks are a time honored solution that continue to win battles on Earth and beyond.



French Foreign Legion scout vehicles unload their dismounts (photo: Jim Roots, miniatures: GZG & Micropanzer)

Ground Effects Vehicles (GEVs)

Ground Effects Vehicles (GEVs) use a cushion of air (or any other available gas, for that matter) to lift themselves off the ground. Propulsion is usually provided by rotor tilt, but may be provided by small fans mounted on the vehicle, too.

The main advantage of GEVs is that they are able to negotiate land or water with equal ease. GEVs also supply a fairly smooth ride, even over moderately rough terrain. This is a big advantage for vehicles attempting to fire on the move.

Unfortunately, GEVs come with disadvantages, too. They kick up an amazing "rooster-tail" on dusty surfaces and are fairly loud. They are also somewhat prone to breakdown and are incapable of climbing steep slopes that would be negotiable by wheeled or tracked vehicles.



A pair of GEVs cross a plowed field (photo: Jim Roots, miniatures: Old Crow)

Anti-Gravity Vehicles (AGVs)

Anti-gravity is the newest form of vehicle mobility, closely followed by direct thrust vehicles. Anti-gravity vehicles rely on a technology that presses against a planet's gravitic field to lift and propel it.

There are three classes of AGVs:

Class 1: Skimmers - (TL2)

Skimmers can only bear relatively light loads (APC and Lt. Tanks only). They have difficulty negotiating steep grades or very rough terrain (tree-stumps, boulders, etc.). They must be landed on a planet's surface via drop ship.

Class 2: NOE Flyers - (TL2 & 3)

NOE Flyers can be any sized vehicle up to MBTs. They can literally "fly" over rough terrain, including skimming over the tops of trees or steep grades. They cannot pass over vertical barriers of significant height, however (cliff faces). They may do "pop-up" attacks from behind terrain features. They must be landed on a planet's surface via drop ship.

Class 3: Orbital Landers - (TL3)

The damn Frogs had a real edge over us at the start of the fighting on Glory. Backed up by the FFL, we were really out-gunned till a shipment of grav tanks arrived from Brazil. They were Jaguar 4 grav tanks. State of the art mounting a 125mm Kinetic cannon in its turret. First time we went out in one we knocked-out two Arden "Gaul" MBTs by popping up over a wood and letting rip before dropping back into cover. Once we had these and other equipment, we really started to hit back hard against Arden. We would have won if the US hadn't got involved... just another example of American Imperialism. My Jaguar was knocked-out by a USMC grav tank. They popped out and hit us the same way we did the Arden tankers.

Colonel Javier Menendez, 1st Armored, DPRG



The Brazilian Jaguar IV is a typical Class 1 Grav Tank (photo: Dana Boggs-Drake, miniatures: Combat Wombat)

Orbital Landers may be any sized vehicle up to MBTs. They have all the abilities of an NOE Flyer but may also "Repel Up" vertical faces. They may do pop-ups and may also make strafing runs as they fly on or off the board. Orbital Landers may be dropped from a space craft in orbit and "fly" down to the surface. They still must be lifted off the planet by a drop ship, however.

Direct Thrust Vehicles (DTVs)

Direct thrust vehicles rely on powerful, efficient turbofans to coast above the ground, hop over low obstacles and, if necessary, take to the sky in actual flight. DTVs are capable of flight, NOE flight, hovering and ground hugging movement.

DTV APCs and IFVs can perform fast rope operations from a hover like any other VTOL.

Walkers

Walkers use two or more "legs" for motivation rather than wheels or tracked. The most common type of Walker is the Armored Fighting Suit (AFS), although some walking tanks and APCs have also been fielded.

Walkers have an advantage when moving through most rough terrain, but generally aren't very fast or agile (there are exceptions of course, especially among the smaller Armored Fighting Suits). They tend to be taller than ordinary AFVs while on the move, but most have the ability to lower themselves quite close to the ground when halted, a virtue that makes it quite easy for these types of AFVs to easily find hull down positions.

Vehicle Movement

All vehicles have two movement rates – ***Tactical Speed*** and ***Rapid Speed***.

Tactical Speed

Vehicles use Tactical Speed when actively patrolling or rolling in support of dismounted infantry. Most vehicles may move up to 10" per turn when using Tactical Speed.

Vehicles traveling at Tactical Speed suffer no Reaction Penalties.

Rapid Speed

Vehicles use Rapid Speed when they need to move quickly and no maneuvers are required. Most vehicles at Rapid Speed may move up to 18."

Vehicles traveling at Rapid Speed receive a -1 to their die roll when making Reaction Tests.

Nap of the Earth (NOE)

Class 2 AGVs have limited flight capability that gives them the ability to "follow the nap of the earth." In other words, they can skim over tree tops, houses, and hills, often using those very terrain features to conceal themselves from enemy observation or fire. DTVs and VTOLs may also use NOE movement.



A robotic DTV prowls the battlefield (photo: Jim Roots, miniatures: Khurasan)



ARES MINING CORPORATION MERCENARIES MADE EXTENSIVE USE OF COMBAT WALKERS DURING THE MARTIAN UPRISING (PHOTO: JEFF RACEL, MINIATURES: REBEL)

Vehicles moving NOE may move up to 24." Vehicles utilizing NOE movement are vulnerable to fire if they pop over an obstacle or otherwise become visible to enemy units or vehicles. Fire at NOE vehicles receives a -2 die Firepower penalty, as does fire *from* an NOE vehicle.

FLIGHT

Some vehicles, such as aircraft of all sorts and Class 3 AGVs may actually *fly*. Such vehicles can move anywhere on the table during a turn.

Flying vehicles are subject to **Ground Fire** rule when landing, taking off, picking up passengers, or dropping them off.

Flight capable vehicles also have the option of using **Nap of the Earth** movement as described above.

LOADING AND UNLOADING PASSENGERS

A vehicle may not move on the turn it loads or unloads passengers.

Passengers unloading from a vehicle may only use Tactical movement. Passengers may use Rapid movement to board a vehicle, however.

Units may only use Suppression Fire or fire as a Reaction on the turn they dismount.

TANK COMMANDERS – BUTTONED UP & UNBUTTONED

No matter how advanced sensors and tactical displays become, the human mind continues to work most effectively with data from its favored sensor suite – its own eyes, ears, nose and skin. It's not unusual for an unbuttoned tank commander (in other words, a TC standing exposed in an open hatch) to spot threats before his crew's sensors pick them up. Unfortunately, it's also not unusual for an unbuttoned tank commander to meet a sudden, messy end when the bullets and energy bolts are thick in the air.

Tank commanders are faced with a difficult choice when their vehicles are engaged in combat, especially at the short ranges and in the close terrain typical of most *Tomorrow's War* games: Should they boost their situational awareness while risking becoming a casualty or should they sacrifice quick reactions for safety? To button up or not to button up, that is the question.

UNBUTTONED TCS

A player must declare which tank commanders they wish to be unbuttoned at the beginning of a turn. Each TC designated must pass a Troop Quality Check to spend the turn unbuttoned. If they fail the check, they remain buttoned or button up.



US ANTI-GRAV IFVS PERFORM A ROAD MOVEMENT THROUGH A REPUBLIC OF ARDEN ENERGY FARM (PHOTO: DANA BOGGS-DRAKE, MINIATURES: GZG)



A TL3 Grav Tank capable of NOE flight (photo: Piers Brand, miniature: GZG)

TCs may only unbutton at the beginning of a turn and must remain unbuttoned for the duration of the turn or until forced to button up by enemy fire.

Tanks whose TCs are unbuttoned suffer no Reaction Test penalties.

Unbuttoned TCs may be fired upon as if they were an infantry unit **In Cover** behind **Solid Cover** (+2 Defense dice).

If a tank with an unbuttoned TC is hit by AT fire, the TC becomes a casualty on a D6 roll of 1 whether the hit causes any other damage or not.

A TC who is fired upon by either small arms or AT fire and survives must make a Troop Quality test to remain unbuttoned. If they fail the test, they immediately button up and remain buttoned up for the rest of the turn.

If a TC becomes a casualty due to small arms or AT fire, the tank crew must take a Morale Check with their Morale die reduced by one die type (i.e., if their Morale is normally D10, it would be reduced to D8 for the purpose of this check).

Buttoned Up TCs

TCs are assumed to be buttoned up unless their player indicates otherwise at the beginning of the turn – if the TC has not been designated as unbuttoned and has not passed a Troop Quality test, he is buttoned up and must remain that way for the duration of the turn.

TCs that are unbuttoned with enemy units in LOS during a turn must pass a Troop Quality test at the beginning of the next turn or button up.

Tanks whose TCs are buttoned up receive a -1 to their die rolls when making Reaction Tests. This penalty is cumulative with other Reaction Test penalties.

Note that some vehicles possess outstanding sensor suites which alleviate the Buttoned Up penalties. Such vehicles will be identified in their vehicle description.

Vehicle Firepower

All vehicle mounted weapons have a number of Firepower dice allocated to them. Like infantry units, the type of die used is determined by vehicle crew's Troop Quality.

It should be noted that some vehicle mounted weapons are also Infantry Support Weapons. The Firepower shown for such weapons may be different when vehicle mounted – this difference represents the vehicle's more stable firing platform, available optics, etc.

Some vehicular weapons have separate Anti-Tank (AT) and Anti-Personnel (AP) Firepower ratings. Where different ratings apply, they will be described in the vehicle's description.

Vehicle mounted weapons treat all targets as being at Optimum Range. This bonus is already included in the Firepower listed for vehicles.



The commander of a DPRG Dear Leader II Heavy Tank unbuttons to get a better view of the battlespace (photo: Shawn Carpenter, miniature: Combat Wombat)



US Army troops, escorted by a Patton tank, on patrol in Tiaret (photo: Jim Roots, miniatures: Khurasan)

Vehicle Weapon "Classes"

For purposes of vehicle design, vehicular weapons are divided into 4 "classes." The class rating has no impact on the weapon in game terms, but does help establish a starting point for assigning Firepower dice for vehicles you design yourself.

Below are some examples of weapons in each class:

Small Arms & Infantry Support Weapons – Infantry's small arms and most squad support weapons fall into this category. Examples include assault rifles, SAWs, rifle grenade launchers, GPMGs, most coaxial MGs, etc.

Light Guns – Large caliber MGs (.50 or 12mm+); Automatic Grenade Launchers; kinetic anti-tank rifles, "regular" RPGs.

Medium Guns – Light auto-cannons; energy anti-tank rifles; AT RPGs

Heavy Guns – Main tank guns; ATGMs

Advanced Vehicle Weapons

The big guns didn't get left behind while small arms development leap-frogged past simple slug-throwers. Tomorrow's armored fighting vehicle has a number of advanced weapon types to choose from and more are always in development. The unique effects of some advanced gun types are detailed below.

Advanced Conventional Cannons

Conventional cannons firing HE or kinetic rounds have continued to evolve in parallel with laser, energy, and gauss weapon types. Improvements in charges, round material, and explosive compounds proceed slower than the leaps and bounds being made in newer weapon technology, but these weapons remain effective threats on the battlefield. The conventional cannon's ability to fire explosive or kinetic projectiles makes it very effective against both personnel and enemy AFVs.

Typical conventional cannons would have stats similar to these:

Heavy Tank Gun: AP:6/AT5(H)
Medium AT Gun: AP:4/AT:4(M)
Light Auto-Cannon: AP:4/AT:1(L)

Laser Cannons

While Laser based AT guns are not among the most powerful weapons of their type, what they lack in heavy punch they make up for in precision. A well-maintained laser cannon with decent optics and fire control can pick out an enemy tank's weakest points and punch through them. As a result, Laser Cannons of all types receive a +1 die roll modifier when rolling on the Vehicle Damage Table. In the case of some Heavy guns, this can be cumulative with the Heavy Hitter attribute.

Typical vehicle mounted laser cannons would have stats similar to these:

Heavy Laser Tank Gun: AP:5/AT4(H)
Medium Laser AT Gun: AP:4/AT:3(M)
Light Rapid Pulse Laser Cannon: AP:4/AT:2(L)

Rail Guns (Gauss Cannons)

Rail guns or "Gauss cannons" deliver incredible kinetic impacts at line of sight ranges. The incredible velocities generated with these weapons, coupled with the enormous density of the advanced penetrator rounds they fire make them deadly tank killers – but only lack-luster anti-personnel weapons.

Rail Guns ignore one die of a target vehicle or unit's armor or cover.

Typical vehicle mounted rail guns would have stats similar to these:

Heavy Gauss Tank Gun: AP:3/AT:5(H)
Medium Gauss AT Gun: AP:2/AT:4(M)
Light Gauss Cannon: AP:2/AT:2(L)

Energy Cannons

Energy Cannons rely on intense plasma or fusion bursts to burn and blast their way through enemy armor. These are by far the most brutishly powerful of all the anti-tank weaponry developed by man at this time. Their only drawback is that the enormous amount of energy they require to operate takes time to build up, which makes them slow to fire. They tend to be very heavy weapons, too, which require large, cumbersome turrets to house.

Energy Cannons ignore up to two dice of a target unit's cover or armor.

All vehicle mounted Energy Cannons have the Slow Firing Weapon Attribute.

Typical vehicle mounted energy cannons would have stats similar to these:

Heavy Energy Tank Gun: AP:6/AT:5(H)
Medium Energy AT Gun: AP: 5/AT:4(M)
Light Energy Cannon: AP:4/AT:3(L)

Restrictions on Vehicle Fire

Most AFVs have more weaponry than they have crew members to fire it all, some guns cannot be fired in conjunction with others, and some guns have a naturally slow firing rate that limits how many times they may be fired in a turn.

As a rule of thumb, a vehicle may only fire its main gun and one secondary weapon system on a single activation.



A Republic of Arden Tank Destroyer takes a DPRG tank patrol by surprise (photo: Shawn Carpenter, miniatures: GZG & Combat Wombat)

Some vehicles may have further fire restrictions, which will be noted in their vehicle descriptions.

Vehicles whose crew has been reduced to half or less may fire either their main gun or a secondary weapon system, but not both.

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

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

Vehicles lose 1D of Firepower for each Reaction/Defensive Action after the first.

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

Firepower & Tech Level

Weapons whose tech level exceeds that of the armor they're firing at are generally more effective. To reflect this, a weapon receives +1 Firepower die for each Tech Level by which it exceeds its target's armor tech level.

Infantry Fire from Vehicles

Infantry mounted in/on a vehicle may add the weight of their fire to that of the vehicle, if the vehicle is suitable for them to fire from.

Infantry fire from a vehicle is resolved during the vehicle's activation. Infantry may add their Firepower to the vehicle's attack against a target or attack a separate target.

Infantry in an APC or IFV with firing ports may fire with half their Firepower. Only Small Arms and SAWs may be fired in this manner.

Infantry in an APC or IFV with firing ports and top hatches for carried troops may fire with half their Firepower and may fire rifle grenade launchers in addition to SAWs and Small Arms.

Infantry in open top or soft-skin vehicles may fire with their full Firepower -1 die.

Infantry riding on top of a vehicle such as a tank may fire with their full Firepower -2 dice.

Infantry firing from a vehicle may not use any weapon which creates a back-blast (RPGs, LAWs, etc.) that normally require a ground mount/tripod to fire (heavy machineguns, mortars, AGLs, etc.).

VEHICLE DEFENSE

Like Vehicle Firepower, Vehicle Armor is rated in four classes to assist with vehicle design. Vehicle Class is also used to determine a Vehicle's Reliability Die Type.

Below are examples of vehicles from each Defense Class:

Soft-Skinned Vehicles – Unarmored or nearly unarmored vehicles, such as civilian vehicles or military utility vehicles. Very light APCs, armored cars, or recce vehicles also fall into this category. This class of vehicle affords their passengers little or no protection.

Light Vehicles – Light armored vehicles, such as armored cars and basic Armored Personnel Carriers (APCs), provide rudimentary protection against small arms fire and shell fragments.

Medium Vehicles – Medium vehicles, such as light tanks and Infantry Combat Vehicles (ICVs), are designed to provide direct combat support to the squads they transport or support. Their armor provides protection against small arms, artillery, and light anti-tank weaponry.

Heavy Vehicles – Heavy vehicles, of which Main Battle Tanks (MBTs) are the most common, are the kings of the battlefield. Class 4 AFVs are practically immune to any weapon system not specifically designed to overcome their massive armor and defense systems.

Example: *A typical civilian vehicle (Soft-Skinned Vehicle) would have a basic Defense of 1D6, while a basic APC (Light Vehicle) would have a basic Defense of 2D8.*

TYPICAL VEHICLE DEFENSE BY CLASS

Soft-Skinned Vehicle: 1D6
Light Vehicle: 3D8
Medium Vehicle: 3D10
Heavy Vehicle: 4D12

VEHICLE DEFENSE MODIFIERS (CUMULATIVE)

Target at Rapid Speed: +1D
Target more than half obscured: +1D
Target more than half covered by solid cover (hull-down): +1D
Discharged smoke this turn: +1D
Reactive Armor (ERA): +1D on FIRST missile/RPG attack per facing covered
Per Level of TL Superiority of Armor over Attacking Weapon: +1D
A vehicle's Defense can never be reduced to zero. No matter what negative factors apply, a unit will always have at least one Defense die.



Australian GEV tanks and APCs during the Indonesian Civil War (photo: Jim Roots, miniatures: Old Crow & Micropanzer)

SAMPLE VEHICLE: PERKINS M70 MBT

Name: M70 "Perkins" MBT
Class: Heavy
Basic TL: 3
- **Weapon TL:** 3
- **Armor TL:** 3
- **Sensor TL:** 3

Front Armor: 4D12
Side Armor: 3D12
Rear Armor: 3D10
Deck Armor: 2D8
Main Gun; 200mm fusion cannon (Heavy Gun)
- **AT Value:** 6D
- **AP Value:** 4D

Secondary Weapon: Gauss HMG (Light Gun)
AT Value: 2D
AP Value: 4D
Additional Weapons: MGs
AT Value: N/A
AP Value: 4D
Attributes & Notes:
Heavy Hitter
Improved MGs
Safe Haven
Detonation Field (TL3)

VEHICLE FIREPOWER ATTACKS VS. VEHICLES

Whenever one vehicle fires at another or an infantry unit with effective anti-vehicular weaponry fires at a vehicle, use the following process to determine damage to the target vehicle.
Step 1: Determine Hits
Step 2: Roll for Damage Effect

Determine Hits

Hits against vehicles are determined in much the same way as firepower attacks against infantry units. The attacker determines the Firepower of the weapon he is firing at the target vehicle and the defender determines the vehicle's Defense.

Both sides roll the appropriate number of Troop Quality dice and discard any rolls lower than 4.

The defending unit matches his dice against those of the attacker. If the defending unit cannot match or exceed all of the attacker's dice, the attacker has scored a hit on the defending vehicle!

To determine the results of the hit, roll 1D8 on the appropriate Vehicle Damage Table (Soft-Skin, Light, Medium, and Heavy Vehicle). Apply a +1 die shift for each of the attacker's dice the defender was unable to match or exceed, up to a maximum of 1D12.

Example: *A vehicle with a medium gun fires at a light vehicle. The attacker's gun has a firepower of 4D8 while the target vehicle's defense is determined to be 3D8. Both players roll their dice.*

The attacker rolls 3, 4, 6, and 8. The defender rolls 2, 3, and 5. Both players discard dice with scores less than 4, leaving the attacker with 4, 6, and 8 and the defender with a 5. The Defender's roll of 5 exceeds the attacker's 4, countering it. The attacker is left with two dice that the defender could not match. He's scored a hit!

The attacker refers to the Medium Gun vs. Light Vehicle table. If he had only scored a hit with one die, he would roll 1D8 on the table, but since he's scored a hit with two dice, he receives a +1 die shift. He rolls 1D10 on the table instead of 1D8.

The attacker rolls a 9, and the enemy vehicle brews up! The defender must now make casualty checks to see if any of the vehicle's crewmen or passengers survive the conflagration.

Vehicle Damage Table

Using This Table

Determine the class of the target vehicle (Soft-Skin, Light, Medium, or Heavy Vehicle) and the size of the firer's gun (Light, Medium, and Heavy). Roll 1D8 and cross reference the result with the gun class on the appropriate damage table. Apply a +1 die shift for each successful hit die after the first, up to a maximum of 1D12. Results are applied immediately.

Table Results

Vehicle Suppressed!: The vehicle has been hit by fire that, while not damaging, is definitely disturbing! Exposed crewmen/TCs must make a Troop Quality Check to avoid buttoning up. The vehicle receives a -1 die shift on Reaction Tests and Firepower for the duration of the turn.
Mobility Hit - Half Movement: Vehicles Tactical and Rapid Speed are reduced by half. Bail Out Check. A subsequent Half Movement hit on the same vehicle *Immobilizes* it.
Optics Damaged – 1 RT: The vehicle's optics are damaged. The vehicle suffers a -1 to Reaction Test rolls for the duration of the game. Bail Out Check.
Weapons Damaged - Half FP: The Firepower for all the vehicle's weapons is cut in half. If a vehicle suffers two such results, consider it a Main Gun K/O. Bail Out Check.
Immobilized: The vehicle is stuck in place and may not move for the duration of the game. Bail Out Check.
Main Gun K/O: The vehicle's main weapon is damaged and may not fire for the duration of the game. Bail Out Check.
Vehicle Kill: The vehicle has been disabled and rendered combat ineffective. Make casualty checks for all crew and passengers.

Brew Up: The vehicle "brews up" in a ball of flame. The vehicle is destroyed. Crew and Passengers make survival checks with a -1 die shift to their Troop Quality.

Catastrophic Kill: The vehicle explodes dramatically, throwing flaming wreckage in all directions. All crew and passengers are instantly killed.

Casualty Check: Where Casualty Checks are called for, make a Troop Quality Check for each crewman and passenger in the vehicle. Those that pass the check are unhurt. Those that fail are casualties. A First Aid Check must be made to determine the extent of their injuries.

Secondary Hits: When a vehicle suffers a damage result that is already in effect (i.e. a second Immobilized or Main Gun Kill result), make crew casualty/AI damage checks for its crew and apply no additional effects.

SOFT-SKIN VEHICLE CLASS DAMAGE TABLE

Die Roll	Small Arms & Infantry Support Weapons	Light Gun	Medium & Heavy Gun
1	Vehicle Suppressed!	Vehicle Suppressed!	Mobility Hit - Half Movement
2	Vehicle Suppressed!	Main Gun Damaged - Half FP	Immobilized
3	Vehicle Suppressed!	Mobility Hit - Half Movement	Main Gun K/O
4	Vehicle Suppressed!	Immobilized	Vehicle Kill – Casualty Check
5	Main Gun Damaged - Half FP	Main Gun K/O	Vehicle Kill – Casualty Check
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!
10	Main Gun K/O + Casualty Check	Catastrophic Kill!	Catastrophic Kill!
11	Immobilized + Casualty Check	Catastrophic Kill!	Catastrophic Kill!
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!

LIGHT VEHICLE CLASS DAMAGE TABLE

Die Roll	Light Gun	Medium Gun	Heavy Gun
1	Vehicle Suppressed!	Main Gun Damaged - Half FP	Mobility Hit - Half Movement
2	Main Gun Damaged - Half FP	Mobility Hit - Half Movement	Immobilized
3	Mobility Hit - Half Movement	Immobilized	Main Gun K/O
4	Immobilized	Main Gun K/O	Vehicle Kill – Casualty Check
5	Main Gun K/O	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
6	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
7	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
8	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!
10	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Catastrophic Kill!
11	Brew Up! Casualty Check!	Catastrophic Kill!	Catastrophic Kill!
12	Catastrophic Kill	Catastrophic Kill!	Catastrophic Kill!

MEDIUM VEHICLE CLASS DAMAGE TABLE

Die Roll	Light Gun	Medium Gun	Heavy Gun
1	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged - Half FP
2	Vehicle Suppressed!	Main Gun Damaged - Half FP	Mobility Hit - Half Movement
3	Vehicle Suppressed!	Mobility Hit - Half Movement	Immobilized
4	Optics Damaged (-1 RT Die Roll)	Immobilized	Main Gun K/O
5	Main Gun Damaged - Half FP	Main Gun K/O	Vehicle Kill – Casualty Check
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
10	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!
11	Immobilized + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!

HEAVY VEHICLE CLASS DAMAGE TABLE

Die Roll	Light Gun	Medium Gun	Heavy Gun
1	Vehicle Suppressed!	Vehicle Suppressed!	Vehicle Suppressed!
2	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged - Half FP
3	Vehicle Suppressed!	Vehicle Suppressed!	Mobility Hit - Half Movement
4	Optics Damaged (-1 RT Die Roll)	Optics Damaged (-1 RT Die Roll)	Immobilized
5	Main Gun Damaged - Half FP	Main Gun Damaged - Half FP	Main Gun K/O
6	Half Movement	Half Movement	Vehicle Kill – Casualty Check
7	Main Gun K/O	Main Gun K/O	Vehicle Kill – Casualty Check
8	Immobilized	Immobilized	Brew Up! Casualty Check!
9	Half Movement + Casualty Check	Half Movement + Casualty Check	Brew Up! Casualty Check!
10	Main Gun K/O + Casualty Check	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!
11	Immobilized + Casualty Check	Immobilized + Casualty Check	Brew Up! Casualty Check!
12	Weapon K/O + Casualty Check	Vehicle Kill – Casualty Check	Catastrophic Kill!

Vehicle Crew/Passenger Casualties

Any time a vehicle suffers a "Casualty Check" result on the vehicle damage table, check for crew and passenger casualties. Roll a Troop Quality Check for each crew member and passenger aboard the vehicle. A failed test indicates the figure is a casualty.

Vehicles do not need to move to a safe position for their crews to perform a First Aid Check on crew or passenger casualties. They may not, however, fire their main gun until a First Aid Check is made at the beginning of the next turn.

Each crew casualty a vehicle suffers reduces its Firepower with all mounted weapons by one die. Vehicles with crew casualties also suffer a minus -1 to any Reaction Test rolls.

If a vehicle's crew is reduced to half strength or below, it must pass a Troop Quality test each time it attempts to move, fire, or react. If the vehicle fails the test, it may not perform the action.

Example: *A DPRG DL-1 Main Battle Tank was struck by an AT missile in the previous turn and suffered 2 casualties. The tank has a crew of 4, so its crew has been reduced to half strength. Now the tank wishes to move into a more protected position and fire its main gun at the SAGP that bloodied its nose.*

Since the tank's crew is at half-strength, it must pass a Troop Quality test before it can move. The tank passes the TQ test and may move. As it moves to cover it is taken under fire by an infantry unit with shoulder-launched AT missiles. The tank must pass a TQ test to react – it fails the test and may not react to the infantry fire – it can only take the hits and keep trundling towards the covered position. If the tank survives and reaches its designated end of movement, it must make a Troop Quality test to fire.

Vehicles whose crew has been reduced to half or less may fire either their main gun or a secondary weapon system, but not both.

If a vehicle is reduced to 1 crew member by casualties, that crew member will automatically bail out of the vehicle and will not attempt to remount for the duration of the game. For victory conditions, the vehicle counts as destroyed.



US Marine AT teams hunting DPRG armor near Songnim (photo: Piers Brand, miniatures: GZG)

Vehicle Crews & Morale

Vehicle crews may be forced to take Morale checks due to casualties or battlefield conditions. Due to the additional protection their vehicles provide, the conditions that trigger morale checks are slightly different than those that affect foot-soldiers, but the Morale Check itself is resolved in the same manner for vehicles as it is for infantry units.

Do not confuse vehicle crew Morale checks for Bail Out checks. A vehicle crew can fail a Morale Check and not bail out and a bail out check can be caused without any need for a Morale Check.

Vehicle Crew Morale Check Points

Low Confidence Vehicle Crews Make a Morale Check:

Each time their vehicle is fired upon by an Infantry Gun, AT Gun, or Tank Gun

Each time a friendly vehicle within 12" and in LOS is damaged or destroyed

Confident and Low Confidence Vehicle Crews Make a Morale Check:

Each time a friendly vehicle within 12" and in LOS is destroyed

Each time an IED is detonated within 10"

Each time a unit is subjected to an artillery salvo or air-strike

All Vehicle Crews Make Morale Checks:

Each time the crew takes casualties

When their vehicle is damaged (immobilized, gun destroyed, movement or firepower reduced)

Each time fire from their vehicle injures/kills a civilian or non-combatant

Morale Results for Vehicle Crews

Pinned: Pinned vehicles stop where they are and may not move for the rest of the turn unless forced to Pull Back. Pinned vehicles may React to fire directed at them, but



A troop of DPRG Chonma-Ho tanks (photo: Piers Brand, miniatures: GZG)

may not initiate fire themselves. Vehicles that are Pinned twice in the same turn are forced to Pull Back.

Pull Back: Vehicles that are forced to Pull Back will back away from the enemy and attempt to place a Line of Sight blocking terrain obstacle between themselves and any enemy unit. If they are unable to do so, they will back straight back a full Tactical Move (stopping at the edge of the table, if it is reached). Units that are falling back may not fire other than to react to fire directed at them.

Bail Outs

Modern AFVs are extremely survivable and most tank crews would prefer to stay inside their rolling fortress during a firefight rather than expose themselves to shot and shell. Still, poorly trained and/or demoralized crews might jump out of a perfectly good tank if enemy fire is "ringing the bell" too often.

Low Confidence crews, as identified by scenarios or force write-ups, must make a Morale Check on ANY hit against their vehicles – even *Vehicle Suppressed* results.

If a Low Confidence Crew fails their Morale Check, they will bail out. Place their figures anywhere within 4" of their abandoned vehicle.

Confident or High Confidence Crews need only make a Bail Out Check if their AFV suffers actual damage (reduced speed, firepower, loss of armament or mobility).

Crews who bail out suffer an additional loss of confidence, both in themselves and their AFV. As a result, their Troop Quality is reduced by one die type for the rest of the game. If their die type is reduced below D6, they have become combat ineffective and are removed from play.

A crew that has bailed out may not attempt to re-mount their vehicle till the following turn. They must pass a Morale test before remounting. Remounting an abandoned vehicle counts as the crew's activation for the turn, although they may React or Interrupt as normal.

Note that some vehicles have Attributes which may modify when and if their crews bail out.

Fire at Infantry in Open Topped Vehicles or Riders on Vehicles

Infantry in open-topped vehicles or riding on top of a vehicle such as a tank are fired at as if they were In Cover (+1 Defense die). If the vehicle is an open topped AFV, they are fired at as if they were In Cover behind Solid Cover (+2 Defense dice). If the unit is in Body Armor, it may claim that Defense bonus as well.

Guns

Some forces make extensive use of towed guns, either anti-tank guns or "infantry" guns (so called for their deployment by and use against infantry).

In game terms, a gun is very much like a vehicular weapon sans vehicle. They tend to have many of the firing properties of a tank's main gun, but none of its mobility. Still, they can be very useful under the right circumstances.

Types of Guns

Guns generally fall into one of two categories (although there is some overlap): Anti-tank guns or infantry guns.

Anti-Tank Guns

Anti-Tank (AT) Guns are, not so surprisingly, guns designed to kill tanks. They are generally long barreled and fire something akin to the round deployed by the AFVs they hunt. AT-Guns can be very successful against AFVs, especially when sited in a camouflaged ambush position. Many AT-Guns fire Armor Piercing rounds that are virtually useless against infantry formations. Some AT-Guns are capable of firing AT rounds *and* High

Explosive (HE) rounds that are more useful against infantry targets.

Infantry Guns

Infantry Guns are light guns intended to give extra punch to front-line units. They are generally shorter barreled and fire explosive rounds that are largely ineffective against tanks. Some infantry guns can be broken down into small, packable pieces and are referred to as "Pack Guns" or "Mountain Guns."

While once widely used, Infantry Guns have mostly fallen into disuse in modern armies. Organic weapons such as grenade launchers, shoulder launched missiles, and the weapon systems mounted on modern IFVs and APCs have rendered the Infantry Gun largely obsolete.

Using Guns

Placement and Movement of Guns

Most scenarios will indicate where guns should be placed on the table. As a general rule, guns may be placed in the open, in Light to Average Woods, in gun pits, or anywhere else a gun would fit and still have a clear LOS to targets.

Guns are placed at the beginning of the game and may only be moved if they have a vehicle (or draft animals) available to transport them or if they are small enough to be manhandled. Otherwise they must remain where placed for the duration of the game, although their facing can be adjusted up to 45° per turn (or more/less, as indicated by the gun's write-up).

Guns that can be manhandled may be moved up 4" per turn. Guns may move and fire like ordinary infantry units, but are always treated as if they've made a Rapid Move.



A DPRG AT gun team waits in ambush (photo: Dana Boggs-Drake, miniatures: GZG)

Firing Guns

Guns may be fired like any other weapon system, either as part of a gun unit's activation or as part of a Reaction or Defensive Action. Guns may only fire once per turn.

Firing at Guns

While guns may be as powerful as the weapons mounted on AFVs, their crews are woefully exposed to enemy fire. Any fire at a gun has a chance of disabling it or slaughtering its crew.

Attacks against the gun itself are resolved in the same manner as an attack against a vehicle, except that any result other than *Vehicle Suppressed* on the Vehicle Damage Chart indicates that the gun is destroyed. Guns have a Defense of 4D8 unless noted otherwise in their description.

Any time a gun is fired at, its crew is also struck by an attack with a Firepower of one die less. The attack is resolved in the same manner as an ordinary Firepower attack against infantry. The gun crew can claim whatever cover their gun position grants them. If the gun has a gun-shield, they may claim Solid Cover if their position doesn't already grant that bonus.

If a gun crew takes casualties or its gun is destroyed, it must make a Morale Check and abide by the results just like any other infantry unit. If more than half of the gun crew are casualties, the gun may no longer fire.

Vehicle vs. Infantry Fire Combat

Non-AT Infantry Weapons vs. Vehicles

Infantry weapons classified as Small Arms and Light Support are only effective against Soft Skin vehicles and their Firepower is halved against Up-Armored Soft Skin vehicles.

Medium Non-AT Infantry Support Weapons engage Soft-Skins with their full Firepower. Their Firepower against

Non-AT Infantry Support Weapons	Soft skin vehicles	Light vehicles and up-armored soft skin vehicles	Medium vehicles	Heavy vehicles
Small arms	Full FP	½ FP*	No effect	No effect
Light non-AT support weapons	Full FP	½ FP*	No effect	No effect
Medium non-AT support weapons	Full FP	½ FP*	No effect	No effect
Heavy non-AT-support weapons	Full FP	Full FP	½ FP*	No effect
*Rounded Down				

Light vehicles is halved, rounding down. They may not effectively engage Medium or Heavy vehicles.

Heavy Non-AT Infantry support weapons engage Soft-Skin, and Light vehicles with their full Firepower. Their Firepower against Medium vehicles is halved, rounding down. They may not effectively engage Heavy vehicles.

All Infantry Support Weapons (other than those specifically designed as anti-vehicular or AT weapons) receive a -2 to their die roll when rolling on the vehicle damage table.

All infantry non-AT Support Weapons other than Small Arms and SAWs roll on the Light Guns column of the Vehicle Damage Table.

Non-AT weapons only count their own Firepower dice and that of the figure firing them when firing at vehicular targets. Weapon Teams receive their normal bonus.

Example: *A GPMG gunner opens fire on a Light APC. The gunner counts his own Firepower die plus the two extra dice for a Medium Support Weapon for a total Firepower of 3 dice. He is firing at a light vehicle, so he throws half his normal Firepower, rounded down for final Firepower of 1D.*

Infantry AT Weapons vs. Vehicles

Some infantry weapons are designed specifically with Anti-Tank capabilities in mind. Such weapons will have two Firepower values, AT for Anti-Tank and AP for Anti-Personnel. Unlike non-AT support weapons, weapons with an AT rating do not suffer from the -2 die roll modifier on the Vehicle Damage chart.

Infantry firing AT weapons at vehicles only use the Firepower of their weapon against the vehicle (plus the +2 Firepower die **Weapon Team** bonus, if applicable).

Anti-Tank Guided Missiles (ATGM)

Infantry may be equipped with Anti-Tank Guided Missiles (ATGMs), which may be primitive or advanced. These weapons are very effective against tanks, but the missile must travel some distance before arming. As a result, ATGMs may not be fired at targets any target closer than 6".

ATGMs use the Heavy Gun column of the vehicle damage table unless otherwise noted.

The normal modifiers for TL differences apply.

Reacting to and Evading Primitive Anti-Tank Guided Missiles

Vehicles fired upon by primitive ATGM may attempt to avoid being hit by suppressing the ATGM team and/or "jinking" (driving erratically at a high speed to throw off the ATGM gunner's aim).

When a primitive ATGM is launched at a vehicle, the target vehicle may make a Troop Quality test to spot the missile's distinctive puff of smoke.



USMC ATGM team takes aim at a DPRG armored column (photo: Piers Brand, miniatures: GZG)

ATGM FIREPOWER

TL1, primitive or poorly engineered ATGMs (colonial manufacture, usually operator guided): 3D
TL1 ATGMs: 4D*
TL2 ATGMs: 4D**
TL3 ATGMs: 4D***
No ATGM may be fired at a target closer than 4"
*Negates ERA
**Negates ERA, Performs Deck Attack
***Negates ERA, Performs Deck Attack, -1 to APD

If the vehicle fails the Troop Quality test, it fails to react to the missile and the attack is resolved normally.

If the vehicle passes the Troop Quality test, the vehicle may attempt to suppress the ATGM team and is assumed to take some evasive action to evade the missile. The ATGM team must immediately make a Troop Quality test. If it fails the test, it has lost lock on the vehicle and the missile misses. Otherwise, the missile will hit unless the vehicle successfully suppresses the ATGM team.

The vehicle may use one of its MGs to suppress the ATGM team using the normal Suppression Fire rules. If the ATGM team is successfully suppressed, its missile goes out of control and misses the target vehicle.



A Mexican Army AT team engages a Brazilian GEV Light Tank (photo: Jim Roots, miniatures: Old Crow)

ATGM Availability

Units do not have an inexhaustible source of ATGMs and prepping missiles for fire can take time. As a result, each time a unit attempts to launch an ATGM it must make a Troop Quality test. If the unit passes the test, it may launch a missile. If not, the unit had no missiles ready for fire. The attempt to launch the ATGM counts as the unit's activation. Units launching an ATGM for the first time in a game need not make the test.

Limpet Mines, Sticky Bombs, Suicide Vests & VBIEDs

Some forces use explosive weapons that must be placed by hand upon a vehicle or carried by a person into close proximity with a vehicle to have any effect. These weapons require a great deal of courage (or desperation) to deploy.

To make an attack with a weapon of this sort, a unit or figure must declare at activation that it is making such an attack and which opposing vehicle is the target.

The unit/figure must immediately make a Morale Check (*not* Troop Quality Check) to determine if they are willing to go through with the attack. Units making such an attack make their normal Morale Check. Figures attacking singly must take their Morale Check with their Morale die reduced by one die type (i.e., if the figure normally has a Morale of D10, it has a morale of D8 for the purposes of this Morale Check).

We spent three days waiting in ambush for the PRC column. My platoon was well equipped with Firefly A/T missiles and a couple of L14 Machine Guns. When the PRC column drove through the Messines Gap we hit them at the narrowest point in the gully. Haskins team lit up the lead Type-23 MBT with a Firefly round to the turret. Blew it clean off. Wright and his team popped two APCs at the rear of the column with their missiles and we locked the whole lot of them into the gully with nowhere to escape. For the next while it was like shooting fish in a barrel.

Major Dick Todd, 2nd Royal Marine Commando

If the unit/figure fails the Morale Check, it becomes Pinned. If it passes the Morale Check, the attack may continue.

The unit/figure must approach within 2" of the target vehicle and have line of sight to it to make the attack. Keep track of the amount of movement used to reach the vehicle, as this will determine how far away the unit/figure will be able to move away from the target vehicle before their weapon explodes (assuming they are not using suicide weapons). The target vehicle may Interrupt/React if able to do so, as may other units, in keeping with the normal Overwatch, Defensive Action, and Reaction rules.

If the unit/figure is able to get within 2" of the target vehicle, the unit/figure must pass a Troop Quality Check to successfully deploy their weapon. If the unit/figure has any movement left (and is not deploying a suicide weapon), it may move that distance away from the vehicle to avoid being caught in the ensuing explosion.

Resolve the attack as normal. The vehicle and any other infantry units within the weapon's blast radius (including the unit/figure that placed it) are attacked by the weapon's Firepower. Other vehicles within the blast radius are not affected.

Suicide weapons automatically kill their bearers regardless of whether their attack scores any hits on their target vehicle.

Suicide attacks by vehicle borne improvised explosive devices (VBIEDs) are resolved in the same manner, but any successful fire attack against the vehicle before it is within range of the target vehicle causes the VBIED to explode harmlessly.

FIREPOWER FOR TYPICAL STICKY BOMBS & SUICIDE VESTS

Improvised Sticky Bomb: 2D (Light Gun)
Sticky Bomb: 3D, 3" radius (Light Gun)
Satchel Charge/Limpet Mine: 4D, 4" radius (Medium Gun)
Suicide Vest: 6D, 6" radius (Medium Gun)
VBIED (car): 8D, 8" radius (Heavy Gun)
VBIED (pickup or van): 10D, 8" radius (Heavy Gun)

Vehicle Weapons vs. Infantry

Vehicles may engage infantry units with their mounted weapons. We assume that the vehicle's gunners know their business and switch to the correct type of round to engage infantry targets rather than forcing the player to announce what sort of round he'll be using.

Unless otherwise noted, vehicle weapons use the same number of Firepower Dice against infantry and vehicles. Weapons with different Firepower ratings vs. infantry or vehicles will have separate Anti-Personnel (AP) and Anti-Tank (AT) Firepower ratings in their descriptions.

Being fired at by a tank's main gun or the scenery-chewing chain-gun of an IFV is a nerve wracking experience. Main guns on an AFV are generally **Intimidating Weapons**.

When particularly powerful vehicle weapons are fired at infantry in buildings, they are more likely to aim at the building itself rather than the infantry scurrying around inside it. A good hit may well bring the building down around the infantry unit's ears and flying shrapnel and blast effects are going to make life hard for them even if the building stays up. To reflect this, any weapon with an unmodified Firepower of 4D or higher that engages infantry in cover in a structure such as a building or a bunker will make a **Building Destruction Check** against the structure rather than fire directly at the infantry unit within.

Infantry Close Assault vs. Vehicles

Infantry who are not equipped with stand-off anti-tank weapons will sometimes, if desperate enough, attempt to take out an AFV by close assaulting it in an attempt to damage or immobilize it with grenades, Molotovs, gun fire through vision slits, etc. Such attempts are resolved in a manner similar to ordinary infantry vs. infantry close combat, but with a few key differences.

Note that the following rules apply only to light vehicles or better. Close Assaults against soft-skins and civilian vehicles are resolved as ordinary infantry Close Assaults – most soldiers would rather dismount and fight than try to defend themselves while sitting in the back seat of thin-skinned SUV.



USMC forces breaching the DPRG defenses at Tiaret (photo: Piers Brand, miniatures: GZG)

Infantry attempting to Close Assault a vehicle must be within a Rapid Move of the target vehicle and make a Troop Quality Check to follow through on their intention. Even light armored vehicles are intimidating to a man on foot, so the Troop Quality Check is taken with a -1 penalty applied to the die roll (i.e., the unit must roll a 5+).

The vehicle being assaulted must also make a Troop Quality Check (no penalty applies to this check). If the check is successful, it may evade the assault by making a Tactical Move away from its attackers or attempt to repel the assault with gunfire, assuming the vehicle is still capable of movement or fire.

The vehicle's defensive fire is resolved as normal Fire Combat. The vehicle may only use one of its machineguns or grenade launchers in defensive fire – not its main gun (unless that happens to be a machinegun or grenade launcher, of course). If the vehicle is an APC with firing ports or is open topped, half the dismounts within may add their Firepower to the vehicle's defensive fire.

If the assaulting infantry take casualties from the vehicle's defensive fire, they must make a Morale Check as usual. A Pinned result aborts the assault. If the unit passes the check, they may be moved into contact with the vehicle.

If the assaulting unit makes it into contact with the target vehicle, they may attack it with a Firepower equal to half their normal Firepower.

The assaulting unit does not receive an Optimum Range bonus nor do they throw any bonus dice for Close Assault weapons. The Well Equipped bonus does apply, however, as this indicates the unit has plenty of grenades to devote to the attack. If the unit is Poorly Equipped, that penalty also counts.

If the unit is equipped with purpose built anti-tank weapons, such as AT grenades, limpet mines, sticky bombs, or even satchel charges, the full Firepower of those weapons may be added to the unit's halved Firepower.

To resolve the attack, match the assaulting unit's final Firepower against the vehicle's Defense in the same manner as a normal Firepower attack.

INFANTRY CLOSE ASSAULT AT WEAPONS

Improvised AT (Molotovs, Sticky Bombs): +1D
AT Grenades: +2D
Limpet Mines: +3D
Satchel Charges: +4D

If the assaulting unit scores no "casualties" against the vehicle, it is unharmed. If the infantry unit does cause "casualties," the Light Gun column of the Vehicle Damage Chart is consulted with each casualty counting as a hit against the vehicle. Apply damage results as normal.

If the vehicle scores casualties against the assaulting infantry, the infantry unit must make a Morale Check. If the unit fails its Morale Check, it must abandon its assault and make a Rapid Move away from the vehicle at the beginning of the next turn. If it passes its Morale Check, it may attempt to continue the assault against the vehicle in the following turn.

If a vehicle crew Bails Out due to a Close Assault, they are immediately engaged in a regular infantry vs. infantry Close Assault in the following turn. Vehicle crews are normally armed with pistols or submachine guns.

This completes the Close Assault against the vehicle for this turn.

If the assaulting infantry unit failed to damage or destroy its target vehicle and wishes to continue the assault in the following turn, it must make another Troop Quality Check. If it succeeds, another turn of Close Assault against the vehicle is fought. If it fails, the infantry unit must move away,

making up to a Rapid Move to get into a position of cover (or out of LOS) from the vehicle.

Continue to resolve turns of Close Assault until either the vehicle or the unit assaulting it breaks off or is destroyed. Continuing Infantry vs. Vehicle Close Assaults are the first actions resolved at the beginning of each turn.

Infantry units receive a bonus Firepower die for each consecutive round of Close Assault after the first.

Vehicles may not engage in any fire other than defensive fire while being Close Assaulted by infantry.

Vehicles may attempt to break off from a Close Assault at the beginning of any turn by simply making a Tactical move away from their current location. The assaulting infantry unit may "stick" to the vehicle if they are able to make a Troop Quality Check with a -1 penalty to the die roll. If they fail the check (or don't opt to make it), the infantry unit simply remains in place.

Firing into an Infantry vs. Vehicle Close Assault

Units who see a friendly AFV crawling with enemy infantry may fire into the Close Assault to attempt to break it. Such fire takes place *after* the round of Infantry vs. Vehicle Close Assault has been resolved for the turn.

The Firepower attack is resolved normally, but the unit assaulting the vehicle may only claim a Body Armor bonus to their defense – they are too distracted to make proper use of cover and concealment.

As long as the weapons used in the attempt to "scrub" the assaulting infantry off the vehicle are incapable of harming the vehicle itself, only assaulters may be harmed by the attack. If weapons powerful enough to harm the vehicle are used, an attack is resolved against both the assaulting infantry *and* the vehicle they are assaulting.

Gigantic Vehicles

Thanks to advances in materials and active/passive defense systems, it is possible to manufacture gigantic AFVs. Prohibitive production costs and difficulties in transport make such vehicles rare, however.

Gigantic vehicles have several advantages: they are able to mount a large number of weapons and/or carry numerous crewmen and passengers, they can support a high degree of redundant design, making them difficult to damage, they can bull their way through or over terrain that would be impassable to smaller vehicles, and they are very intimidating to infantry.



A gigantic quadruped walker (photo: Jim Roots, miniature: Khurasan)

Such vehicles are not without disadvantages, however, not the least of which are that they are relatively easy to hit and can quickly become bogged down in soft or built up terrain.

Gigantic Vehicle Weaponry

Gigantic vehicles can mount multiple large weapon systems. These weapons may be crewed or controlled by an AI (this will be indicated in the vehicle's description). Each crewed weapon may be fired independently when the gigantic vehicle is activated or reacts to an enemy activation. The number of weapons that can be fired independently by an AI is dependent on the TL of the AI:

A gigantic vehicle's size can be a liability in a firefight – not only is it easier to hit, but it's also not as agile as

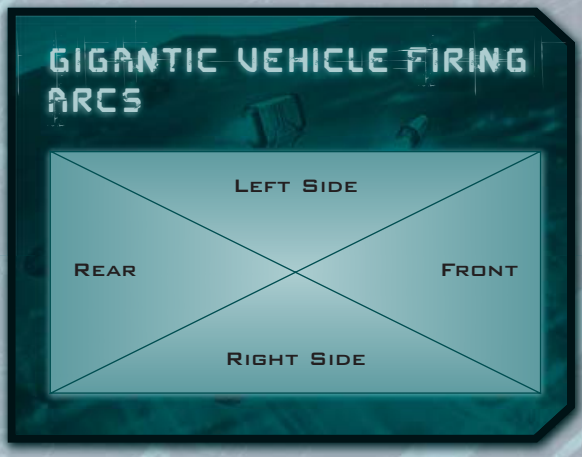
Number of Weapons Fired by Artificial Intelligence per Action/Reaction

TL1: 2
TL2: 3
TL3: 4

smaller vehicles. We assume that smaller vehicles can easily swivel or jink to bring their weapons to bear, but gigantic vehicles are more ponderous and their bulk can impede their own firing arcs. As a result, a Gigantic Vehicle can never fire more than two weapons in the same firing arc.

A gigantic vehicle has four firing arcs: Front, Left Side, Right Side, and Rear.

Alternately, players may agree on allowable firing arcs for weapons based on the design of the model in play.



Firing at a Gigantic Vehicle

Due to their size, gigantic vehicles are easy to hit. All fire at a gigantic vehicle receives a bonus Firepower die.

Damaging a Gigantic Vehicle

Resolve fire against a gigantic vehicle normally, but use the special table below to determine damage results.

TABLE RESULTS

PING!: The vehicle has been hit, but taken no real damage. Low Confidence crews must take a Morale Check.

Mobility Hit - Half Movement: Vehicles Tactical and Rapid Speed are reduced by half. Bail Out Check. A subsequent Half Movement hit on the same vehicle *Immobilizes* it.

Optics Damaged – 1 RT: The vehicle's optics are damaged. The vehicle suffers a -1 to Reaction Test rolls for the duration of the game.

Weapons Damaged – Half FP: The Firepower for a randomly determined weapon system is cut in half. If a vehicle suffers two such results against the same system, consider the system knocked out.

Immobilized: The vehicle is stuck in place and may not move for the duration of the game. Bail Out Check.

Weapon System K/O: A randomly determined weapon system is damaged and may not fire for the duration of the game. Bail Out Check.

Vehicle Kill: The vehicle has been disabled and rendered combat ineffective. Make casualty checks for all crew and passengers.

Brew Up: The vehicle "brews up" in a ball of flame. The vehicle is destroyed. Crew and Passengers make survival checks with a -1 die shift to their Troop Quality.

GIGANTIC VEHICLE CLASS DAMAGE TABLE

Die Roll	Light Gun	Medium Gun	Heavy Gun
1	Ping!	Ping!	Ping!
2	Ping!	Ping!	Optics Damaged (-1 RT Die Roll)
3	Ping!	Optics Damaged (-1 RT Die Roll)	Mobility Hit - Half Movement
4	Optics Damaged (-1 RT Die Roll)	Mobility Hit - Half Movement	Weapon System Damaged - Half FP
5	Mobility Hit - Half Movement	Weapon System Damaged - Half FP	Crew Casualty/AI Damaged
6	Weapon System Damaged - Half FP	Crew Casualty/AI Damaged	Weapon System Damaged - Half FP
7	Crew Casualty/AI Damaged	Weapon System Damaged - Half FP	Mobility Hit - Half Movement
8	Weapon System Damaged - Half FP	Mobility Hit - Half Movement	Weapon System K/O
9	Mobility Hit - Half Movement	Weapon System K/O	Immobilized
10	Weapon System K/O	Immobilized	Vehicle Kill – Casualty Check
11	Immobilized	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!
12	Crew Casualty/AI Damaged	Brew Up! Casualty Check!	Catastrophic Kill!



[Leading From the Front]

Catastrophic Kill: The vehicle explodes dramatically, throwing flaming wreckage in all directions. All crew and passengers are instantly killed.

Casualty Check: Where Casualty Checks are called for, make a Troop Quality Check for each crewman and passenger in the vehicle. Those that pass the check are unhurt. Those that fail are casualties. A First Aid Check must be made to determine the extent of their injuries.

Gigantic Vehicle Movement

Most gigantic vehicles can only move at Tactical speed, but some are capable of Rapid movement. A gigantic vehicle's movement limitations will be noted in its vehicle description.

Terrain affects gigantic vehicles in basically the same way as it would ordinary vehicles of the same mobility type, with the following exceptions:

Built Up Areas: Non-GEV/Grav gigantic vehicles moving through a built up area must make a TQ Check before moving. Failure indicates the vehicle has become stuck. Make a TQ Check. If the check is failed, the vehicle is stuck. It may make a TQ Check at the beginning of each turn to determine if it can un-stick itself.

Water Obstacles: Vehicle descriptions will indicate if a gigantic vehicle can "swim" across water obstacles. Non-GEV/Grav vehicles may become stuck on the soft bottom of a water obstacle. Make a TQ Check. If the check is failed, the vehicle is stuck. It may make a TQ Check at the beginning of each turn to determine if it can un-stick itself.

Vehicle Attributes

Some vehicles have special attributes that make them stand out from similar vehicles. Special attributes are noted on a vehicle's card. If an attribute modifies a vehicle's Firepower, Defense, Movement, etc., that modification will be taken into account on the vehicle card.

Examples of common vehicle attributes can be found in *Appendix 1: Common Unit and Vehicle Attributes*.

Putting It All Together: Tigers by the Tail

Colony World: Glory

Area: Republic of Arden Border at the Foix Gap

Year: 2292

When word reached the Democratic Peoples' Republic of Glory's (DPRG) high command that the United States had entered into an alliance with the Republic of Arden (RA), Dear Leader ordered the efforts to shatter the RA's defensive front and penetrate into Arden itself. If DPRG armor was within one or two days' march of their capital, Dear Leader reasoned that the RA would sue for peace before US forces could arrive and change the complexion of the war. DPRG military intelligence knew that some advance elements of a Marine Expeditionary Force (MEF) had arrived in Arden, but the assumption was that these forces, consisting of a light company at best, would stiffen the defenses at Landfall and take no major role in the fighting until the balance of the MEF arrived on Glory.

In the weeks following the war, Dear Leader would order the execution of most of his senior intelligence analysts for failing to account for the innate aggressiveness of the US Marine Corps.

Scenario Information

Duration of Game: 6 Turns

Initiative: USMC has initiative for first two turns. Test on following turns.

Special Conditions:

Fog of War: Generated by Reaction Tests

Table Size: 4' x 4'

DPRG Mission

Your platoon must escape the unexpected USMC attack! If you can take a couple of the Yankee devils out in the process, that might save the rest of Tiger Force's trailing units.

DPRG Victory Points

- Per DPRG AFV that exits the board by game's end: 2pts
- Per USMC AFV destroyed: 1pt

DPRG Forces

DPRG Basic Attributes

Confidence Level: High

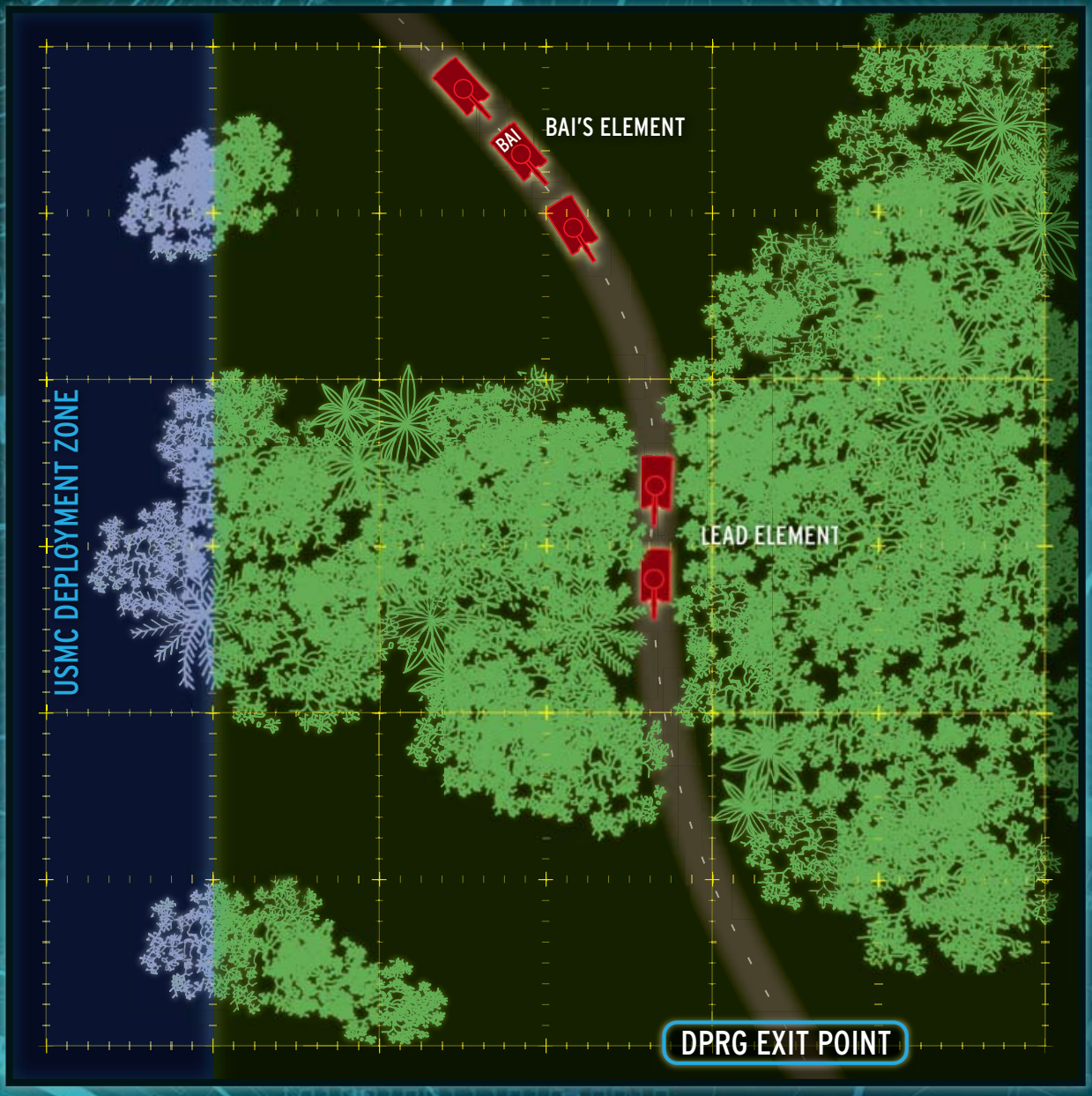
Supply Quality Level: Normal

Overall Tech Level: 1

On Grid? No.

Body Armor: Light (1D)

Troop Quality/Morale: D8/D10



Bai's Element
1 x Platoon Leader's Tank (Bai's Chonma-Ho III)
2 x Chonma-Ho III MBTs
Lead Element
2 x Chonma-Ho III MBTs

See Appendix 3: Vehicle Examples

USMC Mission

The border defenses are in disarray and Landfall is in danger of assault if the situation isn't solidified rapidly. HQ has made the decision to deploy advance elements to harass and delay the advancing DPRG forces long enough for further reinforcements to arrive and for a strong defense to be developed. This involves two or

Platoon Leader Bai watched the first two tanks of his platoon disappear into the verdant tunnel formed by Highway One (Route Glorious according to the DPRG battle maps) as it lanced through a thick prominence of tangled forest. The lead elements of Tiger Force had already passed through the leafy darkness and onto the sunlit plains beyond without incident, so Bai's nervousness at sending his four Avenging Dragon MBTs into what would appear to any tanker as the very gullet of death was strictly professional. This was bad ground for a tank, but fortunately there were no enemy units nearby according to the company drones.

Bai's command tank was grinding into the lowering shadows of the forest when the alert icon leaped to scarlet life on his helmet's HUD. ENEMY DETECTED! Frantically searching for the contact his Brazilian sensor suite could not pinpoint, Bai swiveled his gun mount just in time to witness the fiery death of Dragon 3, the tank just behind his, as it was consumed by a gout of fusion energy. He traced the actinic after-image of the blast back to a low slung AFV emerging from a sparse stand of trees behind him. It was obviously a tank, despite the blurred and shifting outline apparently produced by advanced stealth tech. The tank seemed to glide forward like a ghost and to his horror he realized that it was gaining altitude to fire over the burning hulk of Dragon 3 at his own tank.

"ENEMY TO THE REAR! EVADE! EVADE!" He dropped into the turret of the Avenging Dragon and the hatch slammed close just above his head. He actually felt the air grow warmer around him as an energy bolt ravened past his wildly jinking tank. On his HUD he saw the lead two tanks of his platoon accelerating to clear the forest – the growth was too close on either side of the road to permit them to turn around and only a fool would reverse into enemy fusion cannon fire. With the loss of Dragon 3, that left him with two tanks on one side of the forested bulge and two on the other – the enemy had timed the attack to divide his platoon with no real way to rejoin the halves. To speed down the road after his lead elements would expose him to fire from the rear.

Dragon 1's main gun barked and Bai's bones nearly jumped out of his skin. "Enemy engaged," his gunner's voice said coolly. "And identified: USMC Variant of M70 Perkins Main Battle Tank."

"That can't be," Bai protested. "High Command firmly stated the Yankees aren't scheduled to be on line for weeks!"

The gunner smirked fatalistically. He'd just seen a round from his gun and one from Dragon 5 splash harmlessly off the Perkin's glacis. "Apparently the Yanks didn't get the schedule, Most Honored Platoon Leader."

three vehicle "Strike Teams" taking advantage of their superior stealth and ECM capabilities to penetrate behind the lines and strike at the trail elements of advancing enemy formations.

Your two tank Strike Team has been tasked with disrupting the advance of a veteran DPRG BCT, the so-called "Tiger Force." Bloodying this hard-nosed unit enough to delay it for even a few hours will take a lot of pressure off Landfall's defenders – and won't do the morale of ordinary DPRG line units any good, either.

Hit 'em hard, hit 'em fast, and head home for further assignments!

USMC Victory Points

- All DPRG tanks destroyed* without loss* of a USMC tank: DECISIVE VICTORY!
- Per DPRG tank destroyed: 2pts

**A tank is considered "lost" or "destroyed" if it is immobilized, all crew are casualties, or if it receives a Vehicle Kill, Brewed Up, or Catastrophic Kill result.*

USMC Forces

USMC Basic Attributes

Confidence Level: Confident

Supply Quality Level: Normal

Overall Tech Level: 3
On Grid? No.
Body Armor: Carapace (2D)
Troop Quality/Morale: D8/D10

USMC Units
2 x Perkins MBTs

See Appendix 3: Vehicle Examples

Special Rules

The Forest Road

Vehicles traveling on the road within the forest itself may not exceed Tactical Speed. The forest is too close to the edge of the road to allow vehicles to turn around.

Options

- Try the scenario again, but upgrade the DPRG tanks to Chonma-Ho IVs.
- Make Bai's command tank a Dear Leader I.

[Out of the Cold]



CLOSE AIR SUPPORT AND INTERFACE OPERATIONS

The grunts like to slag us. They call us "Air Jocks", "Clean Team", "Fly-Boys" and all manner of names that I won't repeat in polite company. That's when they are drinking, or in a muddy wet hole, or on a cramped troop ship. When they are under enemy fire, being blown to shit, they have a different name for us; they call us "Pay Back".

Major Roger "Eightball" Hannigan,
12th Marine Aerowing

Fixed wing aircraft have been a potent force on the battlefield since the early 20th century and continue to see extensive use in the fire-streaked skies of *Tomorrow's War*. Manned and unmanned aircraft scream through the sky, deadly raptors with wings that can contort and reshape themselves as needed and driven by ramjet engines capable of many times the speed of sound. Despite the amazing advances made in atmospheric craft, their use in warfare has changed very little. They still hunt the skies to dominate them and, when need be, respond to desperate calls for help from men far below them, fighting and dying for control of a patch of ground fliers could traverse in seconds.

The following rules describe how Close Air Support (CAS) works in *Tomorrow's War* – and, on the opposite end of the spectrum, how air defense assets try to knock marauding aircraft out of the sky.

Most fixed-wing air support operations in *Tomorrow's War* come in the form of "fast burners," conventional atmospheric aircraft which streak over head, attack from high altitude and vanish before the enemy knows what hit them. Air support may also take the form of an interface fighter strike, but that specialized operation will be described later.

Conventional support aircraft take the form of fast-flying fighters and fighter bombers or slower but more heavily armed gunships.

Fixed wing aircraft will not engage hostiles near friendly troops unless they are guided on target by a specially trained Terminal Air Controller (TAC).

If combat operations on the ground are supported by "cold space" naval operations, forces may have access to interface fighter craft for use in Close Air Support (CAS). Interface fighters (IFs) suitable for CAS operations in a planet with any atmosphere of note share most of the characteristics of conventional fixed-wing or VTOL aircraft, but tend to have more advanced countermeasure and targeting systems. Interface fighters are also notorious for sudden, terrifying attack runs which literally streak in from space trailing fire and death behind them.

Interface Fighters are large craft compared to conventional atmospheric fighters and carry more and more sophisticated countermeasures, sensors, and weaponry. They are virtually immune to air defense assets likely to be found on a *Tomorrow's War* table, but they are also unable to loiter near a battlefield for any protracted period of time.

Interface fighter support is never "up for grabs" by Combat Air Controllers, as fixed wing and VTOL assets often are. A force either has interface fighter support dedicated to its operation or it does not. Scenarios will indicate whether any of the forces involved have interface fighter support available.

To reach the battlespace represented by the gaming table, fixed wing aircraft and interface fighters must defeat area air defense assets and/or air superiority fighters.

RESOLVING AN AIR STRIKE

Air strikes occur when a player plays an airstrike Fog of War card or activates a unit with a CAC attached and declares he is requesting air support.

Air strikes are resolved by following these steps:

1. Resolve air support request (skip this step if playing a Fog of War card)
2. Determine current air defense environment
3. Declare type of strike (bombing/missile run or strafing run)
4. Determine effect of strike

Resolve Air Support Request

Any unit with a Terminal Air Controller (TAC) attached or which has the inherent ability to act as a CAC (USMC Scout/Snipers, for example, and most Grid enabled units) may request air support once per turn, assuming the scenario indicates Close Air Support is available.

The actions of units requesting air support may be restricted based on their Tech Level:

TL1 – May not Move
TL2 – Tactical Movement Permitted
TL3 – Rapid Movement Permitted

To call in an airstrike, the unit must have the proposed target in line of sight and must pass a Troop Quality Test. The Troop Quality Test may be modified.

A force may only attempt to call in one airstrike per turn. It is too hazardous to have more than one aircraft attempting a strike in an area as small as that represented by a *Tomorrow's War* table. The type of strike must be designated when the request for air support is made (strafing run, bombing run, pylon gun run). Air support may also be pulled at any time as assets are redirected to higher priority targets or aircraft run low on fuel or munitions.

See ***Precise Fire Missions and Air Strikes*** for air support requests called in by a Grid capable force.

Determining the Air Defense Environment

It's much easier to hit a small target on the ground from a speeding aircraft if that's all the pilot has to worry about. The more ground fire or enemy fighters he's forced to dodge, the more challenging the task becomes. In other words, the lighter the air defense environment, the better the chances of landing the package where it belongs.

Example Air Defense Environment Ratings

Light AD Environment: One or more units armed with shoulder fired missiles or one or more light AD guns

Medium AD Environment: One or more medium ADA guns or small missile batteries.

Heavy AD Environment: Heavy ADA guns or medium missile batteries. Contested air superiority.

Overwhelming AD Environment: Heavy missile batteries. Uncontested air superiority.

SFAD: Synchronized Fire AD is classified as a medium environment unless otherwise noted.

Calling in an Airstrike

A Terminal Air Controller (TAC) must have the target in sight and pass a Troop Quality Test.
The following modifiers apply:

TAC has laser designator: +1
TAC has priority for air support (indicated by scenario): +1
TAC has spotty radio reception (indicated by scenario): -1
TAC is working with unfamiliar aircraft (indicated by scenario): -1
TAC has TL1 sensors: -1
TAC has TL3 sensors: +1
TAC's force is under Grid Control: +1

If request is successful, the air strike arrives at beginning of NEXT turn unless unit has priority air support. With priority and Grid based air support, the airstrike arrives immediately after a successful request for air support.

On an unmodified die roll of 1 or 2, air support is no longer available.

Note that interface fighter strikes may only be requested once per game. If the request fails, no IF strike will occur.

The table below simulates the effect of the AD environment on airstrikes.

Determine Effectiveness of Air Strike

Roll the pilot's Troop Quality Die on the table below. If the scenario does not indicate the pilot's Troop Quality, it defaults to a TQ of D8. Apply the results immediately. All modifiers are cumulative.

Good Strike: Air/IF Strike hits target(s) with a full strength attack.

½ Strength Attack: Air/IF Strike hits target(s) with a half strength attack.

Evasion! No Strike: Air/IF Fighter is forced to take evasive maneuvers and may not perform a strike this turn. Try again next turn.

Too Hot: The air defense environment is unexpectedly active or effective and air assets are withdrawn – no further air strikes available for the requesting force for the duration of the game.

Aircraft Destroyed: An air/IF fighter has been shot down. Treat the downed aircraft as a destroyed vehicle for victory conditions. Air assets are withdrawn – no further air strikes available for the requesting force for the duration of the game.

Air Defense Environment Modifiers

+1 For Agile aircraft
+1 For IF Fighter
+1 For each level of aircraft TL superiority over ADA
-1 For each level of ADA TL superiority over aircraft
-1 If ground force is utilizing SFAD
-1 For Slow aircraft
-1 If Enemy has air superiority
-1 If Enemy has orbital superiority

Types of Airstrikes

Aircraft have an inordinate amount of firepower which they are able to deliver with devastating and demoralizing effect against ground forces. Just the proximity of an airstrike can shake the morale of nearby units.

Airstrikes may occur when the scenario indicates one or both sides have air support or when certain Fog of War cards are drawn.

There are four types of Airstrikes: Bombing runs, strafing runs, pylon gun runs, and interface fighter strikes. Bombing Runs deliver a single devastating attack to a specified target on the battlefield, while Strafing Runs are long, slashing gun attacks across the battlefield. Pylon gun runs can only be performed by gunships with side mounted weaponry and involve the aircraft orbiting a central point and pouring fire onto it. Interface strikes involve interface (IF) fighters performing a blistering pass over the battlefield while unleashing guided or smart weapons on multiple targets.

TQ Die	No AD	Light AD	Medium AD	Heavy AD	Overwhelming AD
1 or less	Evasion! No Strike!	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed
2	½ Strength Strike	Too Hot!	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed
3	½ Strength Strike	Evasion! No Strike!	Too Hot!	Aircraft Destroyed	Aircraft Destroyed
4	Good Strike	½ Strength Strike	Evasion! No Strike!	Too Hot!	Aircraft Destroyed
5	Good Strike	Good Strike	½ Strength Strike	Evasion! No Strike!	Too Hot!
6	Good Strike	Good Strike	Good Strike	½ Strength Strike	Evasion! No Strike!
7	Good Strike	Good Strike	Good Strike	Good Strike	½ Strength Strike
8	Good Strike	Good Strike	Good Strike	Good Strike	Good Strike
9	Good Strike	Good Strike	Good Strike	Good Strike	Good Strike
10+	Good Strike	Good Strike	Good Strike	Good Strike	Good Strike

Interface Strikes

Interface fighters take advantage of their larger weapon load out and advanced fire control systems to deliver potentially devastating missile, energy, or kinetic weapon attacks to targets identified by Terminal Air Controllers on the ground. If an IF fighter and its ground force are both operating on the same Grid (and that Grid is operational), it may deliver up to three strikes in attack run, assuming that each target is either identified by a separate TAC and/or illuminated with a designator.

Each unit or vehicle targeted by an IF strike will suffer an attack with a Firepower of 12D. This attack will also strike all units within 6" of the designated target. Infantry, buildings, and vehicles in the blast radius are affected.

The **Danger Close** rule applies to IF strikes.

IF strikes have a shattering effect on enemy morale. Any unit within the affected area of an IF strike is immediately Pinned. Any morale checks those units are called on to make later in the turn are taken with a -1 die type shift (i.e., from Morale D8 to Morale D6). Morale may not be reduced below D6.

Following an IF strike, all units in the same force as the IF fighter take any Morale checks for the rest of the turn with their Morale die shifted up by one level, i.e., if their Morale die is usually a D8, it is a D10 for the rest of the turn.

Strafing Runs

Strafing runs involve an aircraft (fixed wing or helicopter) with front facing weaponry performing a slashing, linear attack across the battlefield.

To represent a strafing run on the table, nominate an entry point along one of the table edges and exit point on any other table edge. The gun run will engage all enemy units within 6" of the line connecting the exit and entry points.

Vehicles attacked by a strafing run are particularly vulnerable because AFV deck armor is relatively thin. To reflect this, vehicles attacked by a strafing run suffer a -2 Defense Die penalty (i.e., a vehicle that usually has Defense of 5 dice would only have a Defense of 3 dice against a strafing run).

Aircraft will not fire on enemy units that are within 4" of a friendly unit unless the unit's player voluntarily chooses to do so to fire on enemies in close proximity – see the **Danger Close** rule.

All units engaged by a strafing run must make a Morale Check. Units that take casualties make their Morale Check with their Morale die shifted down one level, i.e., if their Morale die is usually a D10, it is reduced one level to D8.

Following a strafing run, all units in the same force as the aircraft take any Morale checks for the rest of the

I came in way too low over the target, a PRC Torpedo Battery, and dropped a cluster of six MK9 Zeus *bombs. The MK9 is a nasty piece of hardware. Each bomb contains 12 smaller bomblets that explode 6 meters off the surface filling the air with flechettes, cutting anything soft down. As well as the bomblets, each MK9 also has an ECM homing round that vector in on any ECM jammers. It's always a handy way of hitting the control unit and also the torps themselves as they carry a primitive ECM jammer. I wasn't supposed to but I couldn't resist making a high pass over the target to see what I had done. I got a pretty good hit on them, knocked out all the battery launchers and also got a strike on a vehicle that must have been carrying extra torps as it went up like a box of fireworks. When I got back to the* Washington *the crew chief gave me grief for flying too low. I didn't see the problem till he showed me the tail of my F-77 Hellcat. It looked like a pin cushion with a load of flechettes stuck in the underside. One of the MK9s must have detonated almost as soon as I dropped it and as I was so low I got a few reminders of it to take home.*

Always made a point of flying a little higher after that. No-one wants to shoot himself down!

Lieutenant James "Suicide" Harper,
4th Marine Aerowing



A DPRG SP Anti-Aircraft gun (photo: Dana Boggs-Drake, miniature: GZG)

turn with their Morale die shifted up one level, i.e., if their Morale die is usually a D8, it is a D10 for the rest of the turn.

The Firepower of the Strafing Run is defined by the air support asset in play.

Pylon Gun Runs

Pylon Gun Runs involve a VTOL, helo, anti-grav, or fixed-wing aircraft circling a center point into which they pour fire from side mounted weapons. Such attacks are extremely destructive and terrifying to infantry units.

To represent a pylon gun run, nominate a spot on the table to be the center of the gun run orbit. All enemy units within 8" of this point may be engaged by the circling gunship.

The aircraft may not fire within 4" of friendly units, unless their player volunteers to risk his troops to friendly fire – see **Danger Close**.

Vehicles struck by a Pylon Gun Run automatically suffer hits to their decks.

All units engaged by a Pylon Gun Run must make a Morale Check. Units that take casualties make their Morale Check with their Morale die shifted down one level, i.e., if their Morale die is usually a D10, it is reduced one level to D8.

Following a Pylon Gun Run, all units in the same force as the aircraft take any Morale checks for the rest of the turn with their Morale die shifted up one level, i.e., if their Morale die is usually a D8, it is a D10 for the rest of the turn.

Aircraft performing a Pylon Gun Run do not receive any extra Defense dice, but ground units firing at them still lose one Firepower die.

Precision Guided Missile (PGM) Strikes

To perform a precision guided missile (PGM) strike, the player controlling the aircraft designates a target point on the table for the PGM to hit. Remember that the Danger Close rule applies to PGM strikes when choosing the target point. The ordinance available for the strike is determined by the air support asset in play. The effects of the strike vary according to the ordinance selected.

PGMs are devastating to structures they strike and to infantry or AFVs caught within their blast. PGMs exist which are capable of leveling entire city blocks, but in the an area of engagement of the size represented by a typical *Tomorrow's War* game, only light and medium PGMs are deployed.

Light PGM

This is probably the most commonly used PGMs. Its destructive effects are limited, allowing it to be deployed against vehicles or target buildings without undue collateral damage.

The light PGM has a Firepower of 8D10 and strikes all units within 4" of the designated target point.

Medium PGM

Larger and more destructive than its lighter sibling, the Medium PGM can be devastating to buildings and AFVs. Its larger kill-zone makes it more dangerous to use in close proximity to friendly troops, however.

The Medium PGM has a Firepower of 10D10 and strikes all units within 8" of the designated target point.

Multi-Purpose Cluster Munitions

Multi-Purpose Cluster Munitions attack all infantry units and vehicles within 8" of their impact point with a Firepower of 6D10. Buildings are *not* damaged by cluster bombs. Vehicles and Infantry units inside buildings are not subject to attack by this ordinance. Exposed vehicles suffer a -2 die defense penalty for being attacked from above.

Danger Close

"Danger Close" is a term used to describe incoming fire that is likely to cause casualties among friendlies as well as

hostiles. Danger Close fire is usually reserved for situations so dire that the alternative to a few casualties is the loss of an entire unit.

In game terms, the Danger Close rules are applied any time indirect fire or aerial fire is directed at a target within 4" of a friendly unit.

When friendly units are within 4" of indirect or aerial fire, a Danger Close Check must be made to determine if those units suffer any casualties. To perform the check, the players should make an opposed Troop Quality Check. The player making the air strike rolls based on the Troop Quality of the TAC or unit controlling the air-strike. The opposing player makes the check on a D10. If the unit in jeopardy's Quality Check roll is a 4+ *and* higher than the D10 roll of the opposing player, the friendly unit takes no casualties. If the roll was less than 4 or less than the opposing player's D10 roll, then the results of the friendly fire are determined just as if it were an enemy unit.

Note that the original target of the Danger Close fire is still attacked, meaning that both sides may take casualties if the Danger Close Check is failed.

Being on the receiving end of friendly fire is very disheartening. Any unit struck by friendly fire as the result of a Danger Close attack suffers an immediate -1 Die Shift in Morale, i.e., from a Morale of D10 to D8. This Morale drop will remain in place till the end of the next turn.

DROPSHIPS

Dropships are specialized interface transports that carry troops and gear from orbit to the planetary surface, sometimes to the battlefield itself. Dropships vary in design from small, fast, tactical insertion vehicles optimized for the stealthy penetration of enemy airspace to slow, hulking heavy lifters capable of depositing a company and all its gear on the ground in a single landing.

When Dropship landings occur during a scenario, designate a landing spot for each incoming ship at the beginning of the turn they are scheduled to arrive.

DROPSHIP LANDING TABLE

Die Roll	Light ADA	Medium ADA	Heavy ADA	Overwhelming ADA
1	Deviate	Deviate	Deviate	Deviate
2	Hit	Hit	Hit	Hit
3	Safe Landing	Crash Landing	Crash Landing	Crash Landing
4	Safe Landing	Safe Landing	Destroyed	Destroyed
5	Safe Landing	Safe Landing	Safe Landing	Destroyed
6	Safe Landing	Safe Landing	Safe Landing	Safe Landing

+1 For each level of ADA TL superiority over Dropship

+1 For each level of Dropship TL superiority over ADA

+1 For Agile Dropships

-1 For Slow Dropships

Modifiers are cumulative.

Deviate – Dropship deviates 6" in a random direction. If the Dropship collides with another Dropship or a major terrain feature (such as a substantial building or hill), upgrade the result to *Crash Landing*. If a Dropship deviates onto troops or vehicles, those units receive a 10D8 attack.

Hit – The Dropship has taken a serious hit. The ship's passengers take 1D6 casualties, distributed randomly among units aboard. The Dropship also deviates 6" as above.

Crash Landing – The Dropship is forced down. It deviates 6" and every figure aboard must make a Troop Quality Check or become a casualty. Vehicles on the ship receive a single Heavy Gun hit.

Destroyed – The Dropship and everything aboard are destroyed.



An independent surveying company's exploratory dropship (photo: Piers Brand, dropship scratch-built by Johan "Gunbird" Van Ooij)

To determine whether a Dropship lands safely, determine the ADA environment and roll on the Dropship Landing table below.

If there is no ADA in the area, the Dropship automatically lands safely at the designated landing point.

Landed Dropships may be fired at and engage enemy units like any other vehicle. Unlike VTOLs, they are specifically designed to provide some fire support for their dismounts when landed.

I remember my first combat drop like it was yesterday. We made it over Glory in a Kestrel dropship. It felt like the wildest roller coaster ride you ever been on... I lost count of how many times my stomach tried to evac the rest of my body... And that was before the PRC AA fire started up, trying to vape us before we hit the ground. The bird next to us took a Type 88 missile right on the nose. I saw the ship just disintegrate from the window beside me. I can remember seeing the soldier bodies tumbling through the air. Things didn't get any better when we hit the ground

Captain Rex Tanner, 2/3 USMC Marines

VTOLs and VTOL Operations

Vertical Take Off and Landing vehicles (VTOLs) come in many forms, ranging from basic VTOLs, through advanced direct thrust vehicles, to AGVs. Regardless of the form they take, however, VTOL operations share certain common attributes, which are described in the following sections.

VTOL Troop Insertions

The most basic use for VTOLs is as combat taxies. They can quickly transport troops to and from the battlefield, inserting them in areas that ground based vehicles can't reach.

Most scenarios begin with any airmobile infantry already on the ground, but some may call for one or more VTOLs to land and dismount troops on the table. The scenario will indicate the location of the landing zones (LZs) the VTOL(s) must use for landing. VTOLs *must* land on the turn indicated in the scenario and depart on the following turn

On the turn that a VTOL is landing, it is vulnerable to ground fire. Fire against VTOLs is resolved in the same way as normal fire against vehicles, but the VTOL damage table is used to determine fire results.

If a VTOL is fired at and suffers any result other than "CRASH," it is able to land more or less safely and dismount its troops. While on the ground, the VTOL may not use its own weapons and must rely on the perimeter established by its dismounts to protect it.

If the landing VTOL is engaged by ground fire and suffers a "CRASH" result, it crash lands on the LZ. Each figure on board must make a successful Troop Quality Check to avoid becoming a casualty.

Once the VTOL is on the ground and its troops have been dismounted, it may still be engaged by opposing units with a line of sight to the aircraft. If fire at a landed VTOL results in a "CRASH" result, the VTOL is too damaged to lift off again and is considered disabled and lost. No other results have any effect on the landed VTOL.

Unless a VTOL crash lands or is disabled on the ground, it will depart the table at the beginning of the following turn. It may be engaged by ground fire as it departs. VTOL damage results are applied normally. Once the VTOL has survived all ground fire directed against it (and reacted to



Passengers disembark under the watchful eye of the local militia (photo: Piers Brand, miniatures: Old Crow & Foundry)

that fire, if desired), it is removed from the table. It may *not* buzz around over the board engaging ground targets like some sort of disposable "gunship lite."

VTOLs ferry units *off* the table in a similar manner, often as part of medevac operations. Extraction zones (EZs) are identified in the scenario and VTOL(s) must land at the EZs on the turns dictated by the scenario. While landing at an EZ, a VTOL is vulnerable to ground fire and may react to it as described above.

After a VTOL has landed at the EZ, infantry may board it in the same manner described for boarding land vehicles. The VTOL must spend a turn on the ground to load passengers and is vulnerable to fire as described for landed VTOLs above.

On the following turn, the VTOL must depart the board and is again subject to ground fire.

Fast Rope or Grav Belt Insertions

Air mobile troops often utilize fast rope or grav belt insertions to enter the battlespace. A VTOL shuttles the troops to their drop point and hovers while they slide down ropes or perform a controlled fall to the ground. Once the troops are landed, the VTOL either withdraws or goes into orbit to provide additional perimeter security.

Performed well, this maneuver can be accomplished very quickly – but it does leave the VTOL a motionless target while the troops disembark.

The following rules describe fast rope/grav belt insertions in game terms:

Place a marker indicating the point that the troops are disembarking from the VTOL. All figures in the dismounting unit must be placed within 4" of this marker. This represents their landing perimeter. If you are using a VTOL model, you can use its flight stand instead of a marker (VTOL models are not required for play – but they definitely look nice on the table).

VTOLs carrying a single squad may disembark them all in a single turn. VTOLs carrying multiple squads may disembark one squad per turn (note that we are referring to squads here, *not* fireteams – i.e., a USMC squad consists of *three* fireteams).

Units fast roping/dropping onto the table may do nothing on their first turn but establish their perimeter. They may not move unless forced to Pull Back. They may only React by returning fire.

On the turn that infantry disembark, their VTOL transport is in jeopardy from ground fire. To resolve ground fire against a VTOL making a fast rope insertion, use the **Ground Fire** rules.

Note that VTOLs may actually *land* to disembark their passengers in the same manner, but are susceptible to ground fire on the turn they land their troops and the turn they lift off. See **VTOL Troop Insertions**.

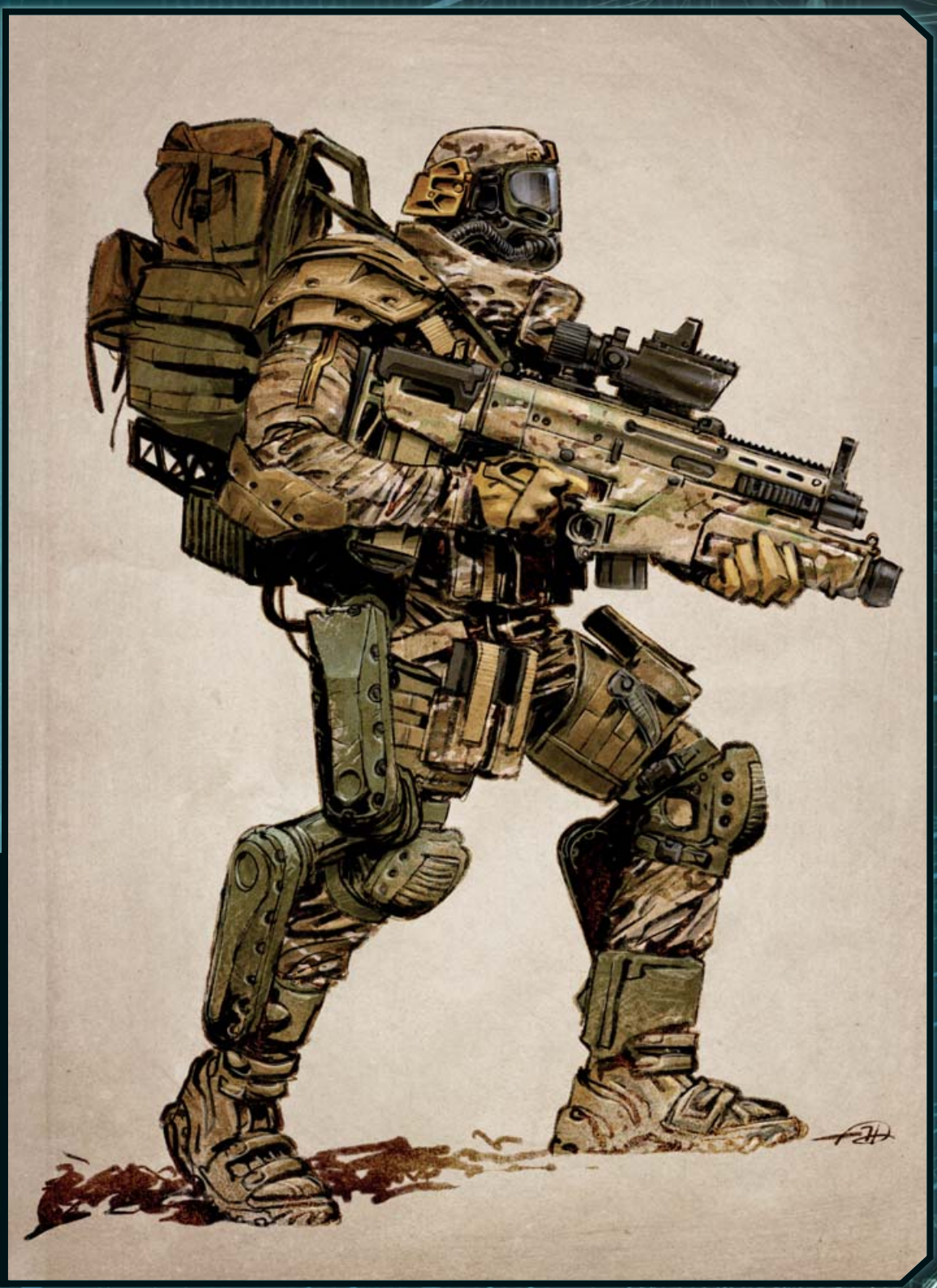
Ground Fire

When VTOLs are operating low and slow, as during a fast rope insertion or strafing run/pylon attack, they're subject to infantry fire from the ground – ground fire. Light VTOLs may be damaged or downed by RPGs or other Medium to Heavy Support Weapons.

VTOLs are only subject to ground fire when they are disembarking troops or when they are making a low-level "gun-run."

Ground fire against VTOLs is resolved in the same manner as regular anti-vehicle fire, although all fire against aerial targets receives a -1 firepower die penalty. Even hovering in place, a VTOL is a difficult target. VTOLs also have their own damage result chart.

Vehicles equipped with Air Defense Radars or using purpose built Air Defense Weapons do not suffer from the -1 Firepower penalty for aerial targets.



[Enhanced Exoskeleton]

Units with a VTOL in sight may fire at it. VTOL gun crews may react to ground fire, but it is more difficult for them to locate and engage ground targets while disembarking troops. Reduce the crew's Troop Quality die by one class when reacting to ground fire while disembarking troops (i.e., a Troop Quality of D8 is reduced to a D6).

VTOLs may only engage targets to their sides unless they are equipped with a chin gun. If a gun is mounted on the right side of the VTOL, it may only react to interruptions from the right side and vice versa. VTOLs may not rotate while disembarking troops or making a gun run. VTOLs Reacting to ground fire while landing troops may only use **Suppression Fire**.

Alternate Ground Fire – Ambient Fire

If players want to reflect a more hazardous air-space for VTOL operation, they may opt to use "Ambient Ground Fire" instead of the direct ground fire previously described.

Ambient ground fire simulates a mass of fire being thrown up at aerial targets from all directions – and not simply from units on the table.

Each time a VTOL makes a gun run, performs a fast rope insertion, or lands/lifts off, it is subject to an attack using xD8 firepower. The more overwhelming the ground fire, the larger a number "x" represents.

Here are some guidelines for Ambient Fire:

Sporadic or random ground fire from mixed small arms: 2D8 Firepower

Steady, directed ground fire from mixed small arms and shoulder fired rockets: 4D8.

Overwhelming sheets of small arms and rocket fire or ground troops armed with purpose built ground to air anti-aircraft weapons: 8D8

If Ambient Ground Fire is used, ground units on the table may *not* fire directly at aerial targets – their fire is assumed to have contributed to the Ambient Fire firepower.

The -1 firepower die modification does not apply to Ambient Ground Fire.

Ambient Fire is an optional rule and must be agreed on prior to the start of play.

In extreme circumstances, Ambient Fire could also be applied to any moving vehicle – or even moving squads of infantry. We don't recommend this, however, as it tends to be quite lethal!

VTOL Damage Effects

If hits are scored against a VTOL, use the same procedure described for regular anti-vehicular fire and consult the tables below:

VTOL Damage Chart

PING – No damage, but make a Morale Check or Jink.

Weapon Damage – The Firepower for all the aircraft's weapons is cut in half. This may represent damage to weapon systems, injuries to gunnery crew, or damage to the aircraft that renders it an unstable gun platform.

Jink – The aircraft jinks violently to avoid fire and may not make further attacks or disembark troops this turn.

Withdraw – The aircraft withdraws from the airspace for the rest of the turn. It must make a successful Morale Check to return on a following turn.

Light VTOL Damage Table

Die Roll	Small Arms & Infantry Support Weapons	Light Gun	Medium & Heavy Gun
1	Ping!	Jink!	Jink!
2	Ping!	Jink!	Withdraw
3	Jink!	Withdraw	Withdraw
4	Jink!	Withdraw	Weapon Damage
5	Withdraw	Weapon Damage	Forced Landing
6	Withdraw	Forced Landing	Forced Landing
7	Weapon Damage	Forced Landing	Crash!
8+	Forced Landing	Crash!	Crash!

MEDIUM VTOL DAMAGE TABLE			
Die Roll	Light Gun	Medium Gun	Heavy Gun
1	Ping!	Jink!	Jink!
2	Jink!	Jink!	Withdraw
3	Jink!	Withdraw	Withdraw
4	Withdraw	Withdraw	Weapon Damage
5	Withdraw	Weapon Damage	Forced Landing
6	Weapon Damage	Forced Landing	Forced Landing
7	Forced Landing	Forced Landing	Crash!
8+	Forced Landing	Crash!	Crash!

HEAVY VTOL DAMAGE TABLE			
Die Roll	Light Gun	Medium Gun	Heavy Gun
1	Ping!	Ping!	Jink!
2	Ping!	Jink!	Jink!
3	Jink!	Jink!	Withdraw
4	Jink!	Withdraw	Withdraw
5	Withdraw	Withdraw	Weapon Damage
6	Withdraw	Weapon Damage	Forced Landing
7	Weapon Damage	Forced Landing	Forced Landing
8+	Forced Landing	Forced Landing	Crash!

Forced Landing – The aircraft is forced down in a randomized quarter of the table. All troops and crew aboard must make a Troop Quality Check to avoid becoming a casualty.

Crash – Unless the scenario dictates otherwise, the VTOL crashes off the table. All troops aboard are lost.

HOT DROPS & PARASAIL ASSAULTS

While most troops in *Tomorrow's War* arrive on the battlefield via ground transport or VTOL, some take a more direct approach: They simply fall from the sky.

There are basically two flavors of traditional "airborne" operations: Hot Drops and Parasail Assaults.

Hot Drops are interface operations involving insertion of troops directly from an orbiting or sub-orbital space craft. Hot Drops are only performed by power-armored troops and have the advantage of allowing such potent units to appear as if by magic nearly anywhere in the battlespace. It is very difficult for sensors to detect Hot Drop troops, and they nearly always achieve surprise in their operations.

Parasail Assaults are closer to the tradition of airmobile operations of the 20th century. Troops are inserted from conventional aircraft and "parachute" to the ground. The 'chutes used are advanced parafoils, however, which allow paratroopers to virtually "fly" to their landing zone. Parasail assaults are also very difficult to detect and often achieve the same level of surprise as a Hot Drop.

While it is traditional for many infantry units to undergo parasail training, very few actually practice the technique on the battlefield. Mass airdrops of troops aren't as difficult to detect, which may expose drop troops to overwhelming ground fire with predictable results. As a consequence, Hot Drops and Parasail Assaults are normally performed by small, highly specialized units.

Drops or assaults may occur before play begins or during the course of a game, as dictated by the scenario.

If a drop occurs *prior* to play, resolve unit placement during the Set Up Figures phase of the turn sequence as follows:

Choose insertion point for each unit and roll a Troop Quality Check. If the unit passes the check, place all its figures within 6" of the insertion point.

If the unit fails its Troop Quality Check, it has become scattered. Roll according to the table below with the appropriate dice and a scatter die for each figure in the scattered unit:

Tech level 3 – Scatter 1D8 from insertion point

Tech level 2 – Scatter 1D10 from insertion point

Tech level 1 – Scatter 1D12 from insertion point

Figures in a scattered unit may only React on the turn they arrive. Treat each scattered figure as an individual unit for purposes of Reaction Tests, fire, and defense unless they are in cohesion with another friendly unit. On the following turn, the unit's activation must consist of moving all figures into cohesion with one another. Until cohesion is established with all combat effective figures in the scattered unit, it may only move to establish cohesion and fire as part of a Reaction.

If a drop occurs *during* play, follow the same method described above at the beginning of the turn the units are scheduled to arrive. Hot Drop or parasail units that arrive during play may do nothing in the turn in which they arrive other than establish their perimeter. They may not move unless forced to Pull Back. They may only React by returning fire.

[TL2 VTOL]



OFF-BOARD ARTILLERY

Some scenarios grant one or both sides access to off board artillery. Off board artillery may take the form of anything from light mortars to a prolonged missile barrage. While the effects of various artillery strikes will vary, the methods for governing them are the same. Artillery, regardless of what form it takes, must be requested by a spotter who must have a clear line of sight to the target to be bombarded.

SPOTTERS & FORWARD OBSERVERS

Before artillery of any form can splash onto the board, a spotter or Forward Observer (FO) must radio the appropriate artillery unit, request a fire mission, and provide fire control with the correct coordinates for the target.

Unless noted otherwise by a scenario, any regular unit with a leader may request an artillery fire mission, assuming assets are available. Forward Observer figures or teams may also request fire missions.

Calling for a Fire Mission

Only ONE fire mission request may be attempted per artillery asset per turn. So, for instance, if one force had a light mortar unit and a light artillery unit as assigned assets, they could make two fire mission requests: one for the mortars, and one for the light artillery.

A unit with a forward observer attached may not move while the observer is calling in a fire mission, but they may fire normally or even go on Overwatch. Note that the leader or FO performing the fire mission request may not add their Firepower to any attacks made by their unit. They are too busy on the radio to shoulder their rifle.

To call in a fire mission, the unit/FO must have the proposed target in line of sight and must pass a Troop Quality Test. The Troop Quality Test may be modified by various factors described below.

The requested salvo will arrive immediately after the successful request for fire.

To avoid confliction, artillery can never be called on the same turn as a friendly air strike or VTOL operation.

CALLING FOR A FIRE MISSION

An FO or leader must have the target in sight and pass a Troop Quality Test.
The following cumulative modifiers apply:
Spotter is an actual Forward Observer: +1
Spotter is a Special Forces leader: +1
Spotter is a Squad Leader or lower: -1
Spotter is calling for assets other than his own: -1
Spotter has unreliable communications with fire control (designated by scenario): -1

The ***Danger Close*** rules may apply to fire missions called in too close to a friendly ground unit.

Note that these rules may or may not apply to fire missions available to a player through a Fog of War card – the method used to call a fire mission will be described on the card itself.

See ***Precise Fire Missions and Air Strikes*** for fire missions called in by a Grid capable force.

RESOLVING A FIRE MISSION

To resolve a fire mission, designate a center point of impact for the incoming salvo. If the salvo arrives as planned, all infantry units and soft-skin vehicles within the salvo's impact radius take an attack using the salvo's Firepower. Some artillery barrages will also affect AFVs within the radius.

C-RAM

Whether in the form of energy weapons, slug-throwing mini-guns, or missiles, Counter Rocket/Artillery/Mortar (C-RAM) fire can knock down incoming artillery or mortar rounds, protecting them from all or part of an enemy salvo.

C-RAM coverage falls into the following general categories:

Individual – Some AFVs have their own C-RAM systems which will detect incoming mortar rounds, artillery shells,

or missiles and attempt to neutralize them before they can cause any damage. Any unit within 4" of such a vehicle is assumed to fall under its umbrella of protection.

Local – Specialized C-RAM vehicles or a number of AFVs with C-RAM systems coordinated by the Grid can provide an anti-artillery/mortar defense for an entire force. If the C-RAM vehicle is destroyed (or, in the case of coordinated C-RAM fire, the Grid goes down), the protective umbrella is lost.

Operational – Large operations often feature a network of C-RAM and/or Counter Battery assets that are arranged and coordinated by the Grid to provide an effective C-RAM umbrella for the entire operational area. Such networks are "off-table" and virtually impossible to destroy, barring a scenario specific method. An operational level C-RAM/Counter Battery network may be still be compromised or disabled by local Grid disruption.

Resolving C-RAM Fire

When a unit protected by C-RAM is attacked by a rocket, artillery, or mortar salvo, it may roll a number of additional Defense Dice equal to the Tech Level of the C-RAM system. These dice may raise the unit's Defense above the 10D cap.

C-RAM fire against Flat Trajectory Mortars is reduced by 1 die.

Determine Salvo Effect

Unless stated otherwise in a scenario, artillery salvos use a Troop Quality of Trained (D8). The radius and effect of the incoming salvo depends on the type of fire mission called:

Fire Mission Effects

Light Mortar Salvo: AP:3 (3" radius)
Medium Mortar Salvo: AP:4/AT:2 (L) (4" radius)
Heavy Mortar Salvo: AP:6/AT:2 (M) (6" radius)
Light Artillery: AP:8/AT:2 (M) (6" radius)
Heavy Artillery: AP:10/AT:2 (H) (8" radius)
Heavy Artillery (AT): AP:10/AT:3 (H) (8" radius)
Missile Salvo: AP:12/AT:4 (H) (10" radius)

*Artillery attacks affect all vehicles within the blast area and are resolved using their **Side** armor rating.*

Resolving Counter Battery Fire

While C-RAM's goal is to knock down incoming indirect fire, Counter Battery (CB) fire is aimed at destroying the source of that fire. A CB asset may engage any enemy rocket, artillery, or mortar asset that that launches an attack against any unit in its force, unless the scenario dictates otherwise (some artillery may be out of range of the CB assets available in the scenario, for instance). A force with Counter Battery assets has a chance of destroying or suppressing mortars or artillery that engage them.

If a force has Counter Battery capabilities granted by the scenario, any indirect fire from opponent mortars, artillery, or missile artillery will be engaged if they fire upon the protected force's units. Counter Battery (CB) fire has the following effects:

Vs. Off Table Fire

After resolving the fire mission, roll a TQ check, modified as described below. If successful, enemy loses 1 indirect fire asset.

Apply the following modifiers to the TQ check:

- Each Tech Level Higher Artillery is Higher than CB: -1
- CB Target is Low Trajectory Mortar: -1
- Each Tech Level Lower Artillery is Lower than CB: +1

Modifiers are cumulative.

Vs. On Table Fire

Center a Heavy Artillery strike on the enemy on-board indirect fire asset that engaged the protected force.

Putting It All Together: The First Battle of Vallin Farm

Colony World: Glory

Area: The Foix Gap

Year: 2292

The long-standing feud between the Democratic People's Republic of Glory (DPRG) and the Republic of Arden (RA) has finally erupted into war! DPRG forces have plunged deeply into the Foix Gap, only to find their advances blocked by advance RA National Guard and militia elements. Sharp engagements are being fought wherever the two forces come into contact. One such meeting engagement occurred at the tiny farming village of Vallin Farm.



Scenario Information

Duration of Game: 6 Turns

Initiative: DPRG has Initiative on Turn 1. Test on following turns.

Special Conditions:

Fog of War: Generated by Reaction Tests

Table Size: 4' x 4'

- **1:** RA Militia may set up anywhere in village of Vallin
- **2:** RA PA Squad, APC, & Tank enter from this corner at the beginning of TURN 2.

DPRG Mission

It is important to maintain the timeline of attack while simultaneously reducing any RA forces encountered.

Assault past Vallin Farm and join up with your flanking units at the Resolution river bridge. Try not to bog down in a toe to toe fight with expected RA resistance, but do not leave a strong RA force behind you to threaten your communications or menace follow on units!

DPRG Victory Points

- Per vehicle or half-strength + unit that exits south edge of the table by end of turn 3: 3 pts
- Per vehicle or half-strength + unit that exits south edge of the table by end of turn 5: 2 pts
- Per vehicle or half-strength + unit that exits south edge of the table by end of game: 1 pt
- Per RA Soldier POW: 3 pts
- Per RA Infantry Unit Reduced below Half Strength: 2 pts
- Per RA Vehicle Disabled: 2 pts
- Per RA Vehicle Destroyed: 3 pts

DPRG Forces

DPRG Basic Attributes

Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? Yes
Body Armor: Hard Armor (2D)
Troop Quality/Morale: D8/D10

DPRG Infantry Squads

DPRG Squad 1
1 x APC
DPRG Fireteam 2A
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR
1 x TAC (Terminal Air Controller) w/ACR

DPRG Fireteam 2B
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

DPRG Squad 2
1 x APC
DPRG Fireteam 2A
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

DPRG Fireteam 2B
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

DPRG Squad 3
1 x APC
DPRG Fireteam 3A
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

DPRG Fireteam 3B
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

DPRG Tank Platoon
3 x DPRG MBTs

DPRG Vehicles

Name: DPRG MBT
Class: Heavy
Front Armor (TL2): 4D12
Side Armor (TL2): 3D12
Rear Armor (TL2): 3D8
Main Gun (TL3): 120mm (Heavy Gun)
AT Value: 6D
AP Value: 4D
Secondary Weapon: MGs
AT Value: N/A
AP Value: 4D
Crew: 3 (Commander, Gunner, Driver)

Attributes & Notes:

Heavy Hitter – 120mm main gun uses advanced rounds

Improved MGs – MG Firepower increased due to advanced Fire Control, ROF, and large MG ammo stores.

TL2 APD (Active Point Defense)

Name: DPRG APC
Class: Medium
Front Armor (TL2): 2D8
Side Armor (TL2): 1D8
Rear Armor (TL2): 1D8
Main Gun (TL2): Twin mounted 25mm autocannon (Hvy. Support/Med. AT)
AT Value: 3D
AP Value: 4D
Crew: 2 (Driver & Gunner) + 8 to 10 passengers
Attributes & Notes:
TL2 Detonation Field

Republic of Arden Mission

DPRG Forces have broken through all across the border. One of our militia units has established a defensive position in the village of Vallin Farm. They are not strong enough to halt a concerted DPRG advance. Due to the importance of the road connection from Vallin Farm to the critical bridge over the Resolution River, you must reinforce the militia and destroy or ablate any advances by DPRG forces! We have very little armor to allocate to this operation, but we do not believe they are aware of our advances in powered armor. You should be able to deliver a surprise blow that will leave the DPRG reeling and perhaps blunt the speed of their advance across the breadth of the frontier!

Republic of Arden Victory Points

- No DPRG units exit the board by the end of turn 6: DECISIVE VICTORY!
- Per DPRG vehicle or half-strength + unit still on table at end of turn 6 (this counts destroyed/disabled vehicles): 5pts
- Per DPRG Soldier POW: 3pts
- Per DPRG Infantry Unit Reduced below Half Strength: 2pts

Republic of Arden Forces

Republic of Arden Basic Attributes
Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No
Body Armor: Varies, see below.
Troop Quality/Morale: Varies, see below.

RA Militia (Troop Quality D8/Morale D8, Light Body Armor (1D)

RA Militia Squad 1

Fireteam 1A
1 x Lt. w/CR
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/CR
1 x Artillery FO w/CR (Light Artillery on Call)

Fireteam 1B
1 x Lt. w/CR
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/CR

RA Militia Squad 2

Fireteam 2A
1 x Lt. w/CR
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/CR

Fireteam 2B
1 x Lt. w/CR
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/CR

AT Gun & Crew
1 x Fusion AT Gun (Hvy. AP:4, AT:5(M)
1 x Gun Crew Commander w/SMG
3 x Gunners w/SMG

RA PA Squad (Troop Quality D10, Morale D10)
May arrive mounted in APC or dismounted at the RA player's choice.

PA Fireteam 1A
1 x Fireteam Leader w/SAW (Lt. AP:1)
1 x Gunner w/Assault Gun (Med. AP:2/AT:2(L)
1 x Grenadier w/MPRPG (Med. AP:2/AT:3(L)

PA Fireteam 1B
1 x Fireteam Leader w/SAW (Lt. AP:1)
1 x Gunner w/Assault Gun (Med. AP:2/AT:2(L)
1 x Grenadier w/MPRPG (Med. AP:2/AT:3(L)

RA Tank
1 x RA MBT

Special Rules

Dropping the Grid

Republic of Arden ECM units are hard at work attempting to block the DPRG's Grid. Roll 1D6 at the beginning of each turn after the first – on a roll of 5+ the DPRG Grid goes down for the duration of the game.

RA Powered Armor

The RA force is fielding TL3 Powered Armor. These PA suits receive +3 Armor dice and are able to make 8" Cautious moves and 16" Rapid moves. They feature TL3 advanced sensor suites and an on-board medical AI/casualty assist.

RA Vehicles

Name: RA MBT
Class: Heavy
Front Armor (TL2): 4D12
Side Armor (TL2): 3D12
Rear Armor (TL2): 3D8
Main Gun (TL2): 120mm (Heavy Gun)
AT Value: 6D
AP Value: 4D
Secondary Weapon: MGs
AT Value: N/A
AP Value: 4D
Crew: Commander, Gunner, Driver, Loader
Attributes & Notes:
Heavy Hitter – 120mm main gun uses advanced rounds
Improved MGs – MG Firepower increased due to advanced Fire Control, ROF, and large MG ammo stores.
TL2 Detonation Field

Name: RA APC
Class: Medium
Front Armor (TL3): 2D8
Side Armor (TL3): 1D8
Rear Armor (TL3): 1Dd8
Main Gun (TL3): Rapid Pulse Plasma Cannon (Hvy. Support/Med. AT)
AT Value: 4D
AP Value: 3D
Crew: 2 (Driver & Gunner) + 8 to 10 passengers
Attributes & Notes:
TL3 Detonation Field

SPECIAL UNIT TYPES

ROBOTS & DRONES

Robots and drones (often referred to jointly as "bots") are common brothers in arms for human forces on the battlefields of *Tomorrow's War*. While these artificial warriors come in many forms and serve many functions, they all fall into two broad categories: Dumb Bots and Smart Bots.

All bots share certain attributes:

- Bots contribute to the Grid. What they see, everyone on the Grid can see.
- Bots may be controlled via the Grid by any friendly operator on or off the table.
- Ground mobile bots intended to work with dismounted troops move like ordinary human infantry unless otherwise noted.
- Ground mobile bots intended to serve alongside vehicular assets will use the normal vehicular movement rates.
- Aerial bots use normal vehicular movement rates and never suffer from terrain penalties.
- Destruction of bots integral to a human unit triggers a Morale Check.



SAGPs (photo: Piers Brand, miniatures: Copplestone)

- Bots don't contribute dice to morale checks for units to which they belong.
- Weapons mounted on a bot are very stable – all targets are treated as if they're in optimum range.

Remote snipers... I think the reason most of us grunts hate 'em is because... well, they're so impersonal. To think, some geek well away from the battlespace is playing God with a .300 Magnum caseless sniper rifle on a tripod mount and an auto-loading system. Heck, or it's a friggin' AI. I remember when I was a Private with 1-504 on 'Shane four years ago when some of the folks there got a little out of hand with that cult of theirs. We were clearing a town the navy had hit and there was nobody, I mean nobody there. Or so we thought... well within seconds, the PL and SFC Anderson, hell, my squad and fireteam leaders, plus the SAW man are all down. Rest of us? Trying to find what we thought were wacked out colonists playing sniper. We had IR, thermal, everything running. Nada. Then we caught a muzzle flash from one. Cost us Preddy to find that much. So, we assault the building, lose two more guys to booby traps, make our way to an upstairs loft, and there it is, firing through a missing shingle in the roof... a NSF copy of a Japanese auto-sniper system. Well, we butt-stroked the rifle and that set off the spoil-sport charge, blew my leg off below the knee and killed two other guys. I did the next four months of my time in a hospital bed on Grissom re-growing my leg and learning how to walk again. 12 other guys weren't so lucky. I hate remote snipers."

SSGT Mike Coleson, HHC, 1-75th Rangers

- Bots receive no penalties for rapid moves.
- Bots do not fall off Overwatch if they fail an Overwatch Reaction Test.

Dumb Bots

Dumb Bots aren't really all that dumb. In fact, they're smarter than most animals and can be trained or programmed to perform many tasks autonomously. They're only dumb in comparison to their brighter cousins, the Smart Bots.

In general, Dumb Bots may either operate independently or under the direct supervision of a human controller. Dumb Bots must use their own Troop Quality while operating independently, but use their Operator's Troop Quality when under human control.

A Dumb Bot's Troop Quality is determined by its Tech Level.

Dumb Bot Troop Quality

TL1: D6 Troop Quality
TL2: D8 Troop Quality
TL3: D10 Troop Quality

Dumb Bots are never subject to Morale tests.

Dumb Bots become available at Tech Level 1.

Independent Dumb Bots

Dumb Bots can be fielded independently, but they may only perform very basic duties, such as **sentry duty**, **escort duty**, or following predetermined **patrol** routes.

A technician may take a robot over at the beginning of any turn, taking it out of its current role and transforming it into a **Controlled Dumb Bot**.

Sentry Duty

Dumb Bots that are assigned to sentry duty may be placed on the board and left unattended. Sentry units are automatically on Overwatch. They will automatically spot and fire at any enemy units that come within line of sight (the robot must still test to detect stealthy units or units using chameleon armor) using Overwatch or Defensive fire.

Escort Duty

Dumb Bots on escort duty must be assigned a person, unit, or vehicle(s) to escort. The bot must stay within 6" of whatever it is escorting. It will spot and engage enemy units as described under **Sentry Duty**. If the bot has a specific function, such as a medic 'bot, it will perform that function as needed (i.e., a medic bot escorting a fireteam would automatically move to tend for any wounded, while an AT bot would automatically fire at any enemy vehicle threatening a convoy it was escorting).

Patrol

A force fielding Dumb Bots on patrol must indicate the patrol's intended course at the beginning of the game. The patrol must stick to that course until it encounters an enemy unit. When a patrolling bot detects an enemy unit, it will engage it. A tech will normally take over a bot in contact with the enemy, but if one does not, the bot will seek the nearest cover and continue to engage the enemy.

Controlled Dumb Bots

Dumb Bots under the direct supervision of a human controller may be activated, fire, and move just like a human unit. Any tests or checks the bot must take involving Troop Quality will use that of the controller.

A single human technician may control up to two Dumb Bots per turn. Non-technician troops may control one Dumb Bot per turn, assuming they have Grid access. A technician or trooper controlling a bot may not move



A US Army unit on patrol with AGPs
(photo: Shawn Carpenter, miniatures: GZG)

unless forced to by a morale result (this applies to controllers on foot – controllers riding in a vehicle suffer no movement restrictions) or engage in fire combat.

Smart Bots

The artificial intelligence or expert programs of a typical Smart Bot are sophisticated enough to allow them to perform with much the same tactical alacrity as a human unit. As such, they obey the same rules for activation, movement, and fire as a human unit.

Smart Bots may be fielded as part of a human unit, independently, or in units of their own.

Smart Bots will always have Troop Quality of D8 or D10 (it takes true sentience to develop the artistry for mayhem represented by Troop Quality D12, not just artificial intelligence).

Unlike Dumb Bots, Smart Bots possess a highly tailored self-preservation protocol that mimics human behavior in some ways. To reflect this, AGPs have a Morale of D12 and are subject to Pinned and Pull Back results when operating independently.

Smart Bots have a fixed morale of D10. Smart Bots operating autonomously may ignore Fog of War cards that affect their side's morale. They are also unaffected by morale reductions

Smart Bots become available at Tech Level 2.

Bots in Combat

Combat robots are known by a myriad of nick-name and acronyms, from "combot" to SAGP (Semi-Autonomous Gun Platform), but most soldiers simply refer to them as 'bots. Bots are widely used by technically advanced military forces in *Tomorrow's War*. Bots have been in use by human military forces since the 20th century, although advances in robotics have expanded their role far beyond their humble origins as remote hands for EOD and remote eyes for force commanders.

Many advanced military forces have replaced their human heavy weapon gunners with bots. Since heavy weapon fire tends to draw massive counter-fire, the use of bots in this role undoubtedly saves human lives – at least for the force to which they're attached.

Entire small units composed of bots have also become popular with some militaries – such units are often used as



Second Generation robotic warriors, by Ashigaru Corporation, c.2189 (miniatures: Copplestone)

"Contact Teams" that move into contact with the enemy in order to force him to expose his position. Most human troops are more than happy to relinquish this task to their robotic allies.

Bots and Reaction Tests

As explained earlier, Dumb Bots aren't really that dumb and are capable of learned behaviors which allow them to perform a restricted set of battlefield tasks for limited periods of time without supervision. An unsupervised Dumb Bot has to rely on their behavioral programming and IFF protocols to determine if an enemy unit is a valid target. As sophisticated and rapid as this process may be, it results in a slightly slower reaction time to enemy movement. To represent this, *independent Dumb Bots receive a -1 to all Reaction rolls (this cancels out the +1 for Overwatch).*

Smart Bots and Dumb Bots under human control do not suffer any Reaction roll penalties.

Bots and Fire Combat

While bots conduct fire combat in much the same way as human troopers, some general exceptions apply.

As noted earlier, bots treat all targets as if they were in optimum range. The bot's steady gun mount, lack of breathing or flinching, superior optics, and expert programs eliminate most shooting errors, making it a formidable marksman.

Bots do not become short of breath and their ability to scan for targets is not inhibited by "running." As a result,

bots do not suffer from rapid movement penalties. Rapid movement also doesn't limit a bot's firing options when making a rapid move: It may fire before or after its move.

Bots who are attached to a human unit add to its Defense and Firepower normally.

Bot Casualties

If a bot is determined to be a casualty, make an immediate Survival Check rather than waiting for a First Aid Check. A bot's durability and survivability are based on its Tech Level. Higher Tech Level bots are better armored and have more redundant systems.

To perform a bot Survival Check, roll 1D6. On a 4+, the bot survives. On any other roll, it is effectively destroyed and removed from play. This roll is modified by Tech Level difference of the robot and the weapon which struck it. Additionally, bots struck by a Medium or Heavy support weapon or any weapon with an AT value receive a -1 to their survival die roll. If a robotic specialist or technician is attached to the unit, add a +1 to the bot's survival roll. All modifiers are cumulative.

Bots and Overwatch

A unit with a bot attached may place it on Overwatch at the beginning of the turn. This does not count as the unit's activation and it may move and fire normally, leaving the bot in place if desired.

Bots do not "fall off" Overwatch as human units do. Otherwise, all Overwatch rules for human troops apply to bots as well.

Recalling a Separated Bot

A unit can recall a bot they've left behind by announcing their intention to do so at the beginning of a turn. Again, this does not count as the unit's activation. The bot can then be activated at any point in the turn. It will follow the safest and most direct route back to its home unit. It can react to enemy fire en route back to its unit. The trip back to its unit may take the bot multiple turns and it is not required to make full moves each turn.

Bots and Morale

Human troopers tend to anthropomorphize bots they work with on the battlefield. They give them names, attribute personality traits to them, and generally come to think of them as "one of the guys." Robots have no similar feelings for their human counterparts.

Robots don't contribute to a unit's morale dice (i.e., a unit with 4 human members and one robot gunner would throw 4 morale dice, not 5).

If a robot attached to a unit becomes a casualty, the unit must make a Morale Check just as if a flesh and blood trooper was hit.

Robots attached to a human unit will stick with it if it becomes pinned or is forced to fall back.

Robots acting independently respond to threats differently, depending on what type of bot they are. Dumb Bots are immune to all morale checks and effects when operating independently. They will drive straight into enemy guns and pay no heed to their losses. Smart Bots, on the other hand, are programmed to mimic human survival traits. They are subject to normal morale checks when acting independently or in a robot only unit and may become pinned or be forced to fall back in the same manner as a human unit.

Robotic Force Enhancers

Most technically advanced military forces field Robotic Force Enhancers (RFEs). Unlike Robotic Force Multipliers, RFEs do not have any offensive capability. They exist to make life easier or safer for the human unit they're attached to, allowing the human soldiers to concentrate on defeating the enemy. Common RFEs include robotic medics, load bearers, sensor/ECM platforms, or EOD bots.

Robotic Medics (Care Bears)

Robotic Medics are AI driven automatons whose sole purpose is to care for fallen soldiers and, if necessary, transport them to a CASEVAC point or field hospital. They are controlled by a very basic AI, only marginally more intelligent than a dog. The AI is just smart enough to follow a unit, find its way back and forth between a unit and a CASEVAC point or field hospital, and obey verbal commands from the humans it serves.

Robotic medics utilize sophisticated expert programs to provide immediate life-saving care for fallen soldiers. They are also designed to carry up to three casualties to CASEVAC areas or field hospitals. Once their patients

We called him "Smokey," which is about as original as naming your dog "Rex." He was an older 'bot, one of the first M11s, but he'd been upgraded to an A3 standard. They say that care bears aren't smart enough to have personalities, but Smokey seemed to have a mind of his own. He didn't like going out with us on ECM missions unless Lt. Wilson was the lead tech – none of the other techs were as careful as Wilson and Smokey didn't like having his circuits frazzled.

Smokey liked me. The guys would joke about it, saying I gave good lube jobs and other crap of that nature. I don't know why Smokey liked me. Maybe because I talked to him sometimes on night watch or because I always cleaned off his optics before a mission. Who knows?

All I know is this: I took a .30 slug in the spine at Third Archinault Farm and dropped like a sack of potatoes. Smokey scooped me up and high-tailed it for the CASEVAC point at the crossroads east of the farm. The Grid was down, so we didn't know that a DPRG militia unit had us encircled. Smokey nearly ran right into one of their patrols. They saw him and opened up. I was hit in the leg but didn't feel it. Spinal injury, you know how they can be. Anyway, Smokey took off in the opposite direction, crossing a windbreak of trees. The DPRG soldiers were right behind him laughing and shooting. They loved getting their hands on our wounded around that time. This was right after that Brazilian cruiser got smoked.

Smokey bounced down a ditch that ran along the edge of a field. He went through some thick shrubs in the ditch and dumped me right in the middle of them before roaring off at top speed at a right angle across the field, bouncing along like some kind of crazy kid's toy. The DPRG goons saw him and took off after him – and away from me.

The next time I saw Smokey, he was in a few hundred pieces. The goons finally stopped him with an RPG. Then they shoved a grenade in his circuit box and blew his brains to shards. I guess they were pretty pissed off about not getting to play with me. They fixed my spine, of course, but there wasn't enough of Smokey left to repair. None of the guys laughed when I asked them to help me bury that old bot in a shady corner of that damned field in Arden.

Now that the fighting is over, I go out there every year or so and visit Smokey's grave. There's a stone marker there now with his name on it and the dates he went into service and was... removed from inventory. It's very nice. I hear Lt. Wilson paid for it. Who says officers are all jerks?

Sgt. Mike Johnston, USMC

are dropped off, the medic bot will return as quickly as possible to its unit.

Sensor Drones

Sensor or spy drones are almost ubiquitous on the battlefields of *Tomorrow's War*. Ranging in size from slightly smaller than man-sized to dust particles, sensor drones prowl the battlefield to ferret out tactical information to make the mission run smoother and have a better chance of success.

Drones may be classified as either "smart 'bots" or "dumb 'bots" and behave according to the rules for smart and dumb robots.

Sensor drones are divided into three categories: Small drones, tiny drones, and distributed drones.

Small Drones

Small drones range in size from slightly smaller than man-size to the size of a small dog or cat. They may equipped with small arms to engage the enemy if necessary, although they are normally not used aggressively. A drone's job is tospot things for its bigger friends to kill, not to wander around looking for a fight. Most small drones also carry an explosive charge which can be remotely detonated to prevent them from falling into enemy hands. Drones are often outfitted with chameleon or stealth technology to make them harder to spot.

Most drones rely on aerial movement, but some use ground movement.

Small drones are available at TL1 and higher.

If a force is on the grid, all units can "see" and are aware



The Japanese military makes extensive use of un-manned, AI controlled, robotic gun platforms (photo & miniatures: Micropanzer)

of anything any of their drones can see. If the grid is down or a force doesn't use a grid, only the unit to which a drone belongs can see what it sees.

Units spotted by a drone may be engaged by friendly units using artillery, air strikes or BLOS fire, assuming they have that capability.

Armed sensor drones may engage enemy units with their onboard weapons. Their Troop Quality is determined according to the rules for smart or dumb bots. Aerial drones receive +1 die to their Defense – some drones may receive additional bonus Defense dice if they are particularly fast or agile. Drones with stealth or chameleon tech follow the rules for troops in Chameleon Suits. If a drone is determined to be a casualty it is automatically removed from play.

Small drones may be remotely detonated, inflicting a 4D8 attack on any figures within 3".

Tiny Drones

Tiny drones become available at TL2 or higher. Tiny drones follow the same rules as small drones, but receive +2 extra dice to their Defense (or more if very fast and/or agile).

Remotely detonated tiny drones inflict a 3D8 attack on any figures within 2".

Distributed Drones

Distributed drones are very small drones, usually as small as or smaller than a grain of dust, which are scattered over the battlefield. They are not represented by figures on the tabletop.

If a force has distributed drones deployed, it may make a ***Grid Quality Check*** at the beginning of each turn for each hidden enemy unit to determine if they have been detected. Unseen units detected by distributed drones may be engaged by friendly units using artillery, air strikes or BLOS fire, assuming they have that capability.

Distributed drones are only available at TL3.

Mounted Units

Wherever conditions allowed, Man brought his horses with him to the stars. In some instances, he found analogs waiting for him. Whether imported or newly discovered, Man's contentious nature soon transformed simple riding beasts into instruments of war. When beasts won't suffice, man will make machines to take their place – motorcycles and AG "bikes" often serve as stand-ins for flesh and blood destriers.

The following rules outline the use of mounted troops (including those mounted on motorcycles or AG bikes) in *Tomorrow's War*.

Types of Mounted Units

There are two types of mounted units: Mounted Troops and Cavalry.

Mounted Troops use their mounts to transport themselves and their gear to and from the battlefield. They normally picket their mounts a safe distance away from the fighting and walk the rest of the way in on foot – there's no percentage in getting your mount killed, after all. You might need it to escape if things go wrong.

These are the most commonly encountered mounted units in *Tomorrow's War*.

In most scenarios involving Mounted Troops, their riding animals will not be represented on the table, being stabled somewhere off table. Some scenarios might involve Mounted Troops stumbling into the enemy sooner than expected or being caught in an ambush.

Cavalry troops not only ride their mounts to battle, they generally ride them *in* battle. They fight from their mounts, using the animal's extra speed and height to their advantage. Unfortunately, on the modern battlefield, those advantages are usually outweighed by their inability to hug cover and avoid being chewed to pieces by enemy machinegun and small arms fire.

Only units with a Troop Quality of Trained our higher can qualify as Cavalry units.

Movement for Mounted Units

Like infantry, mounted units have two movement rates: Tactical and Rapid.

Tactical movement for most mounted units is 6", just like a unit on foot.

Rapid movement for most mounted units is 16", slightly faster than that of a foot unit.

Fire Combat and Mounted Units

Firing from a Mount

It is difficult to fire a weapon accurately while sitting on a stationary animal, much less from a moving one.

Mounted Troops have very little practice in fighting or firing from a mount. Their riding animals are organic taxies, not living, breathing IFVs. As a result, Mounted Troops who attempt to fire while mounted suffer a -1 shift to their Troop Quality die type (from D10 to D8, for instance) and their Optimum Range is reduced to zero.

Cavalry units actually practice firing from their mounts and are capable of slightly more accurate fire. They still suffer a -1 shift to their Troop Quality die type, but they retain the Optimum range associated with their unmodified Troop Quality.

Firing at Mounted Units

Mounted units have some definite disadvantages in a firefight. Their height and mass make them easy targets for all but the shakiest of riflemen, easily balancing out any advantage their speed and intimidating stature might provide.

Mounted units (while mounted, of course) may never claim the **In Cover** bonus. They may claim the **Solid Cover** bonus from terrain features that are tall enough to cover most of their mount and rider.

All foot units firing at a mounted unit (while it is mounted) receive an extra Firepower Die. Mounted units (while mounted) do not receive this bonus for firing at one another.

When Mounted Troops are fired at, they must immediately make a Troop Quality Check to remain mounted. If they fail, they will dismount immediately. High Confidence Mounted Troops may ignore this check and remain mounted or dismount at their own discretion. Low Confidence Mounted Troops will immediately dismount *and* are considered **Pinned** for the remainder of the turn.

Cavalry units are not required to make a check to remain mounted, regardless of their Confidence Level, but they may always dismount immediately when fired upon.

The unit whose fire forces mounted units to dismount receives the +1 Firepower die bonus to their attack, but subsequent units do not.

Any casualties received by either type of Mounted Unit (while mounted) have a 50% chance of being the rider or the mount.

Regardless of which is hit, immediately make a Troop Quality test for the figure affected. If the Troop Quality test is successful, the rider remains mounted. If not, he is thrown from his mount.

First Aid checks are resolved normally on the next turn for riders who remained mounted. Riders who were thrown receive a -1 modifier to their die roll on the First Aid table.

Mounts who become casualties are always considered to be dead or too seriously wounded to ride.

Close Assault and Mounted Units

Horses trained for use by Mounted Troops are *not* trained to make heroic charges into the enemy ranks. In fact, they find the concept alien and unacceptable. Cavalry mounts, on the other hand, take such things in their stride, literally.

Mounted Troops may not charge into Close Assault while mounted. Moreover, if a unit of Horse Troops is engaged in Close Assault while mounted, they automatically lose the initial Reaction Tests – i.e., they are unable to flee or lay down defensive fire and their attacker automatically gets the first attack as they dismount to defend themselves.

Cavalry units suffer no penalties in Close Assault. Their training, power, and height give Cavalry troops a solid advantage over foot soldiers in a melee. Cavalry units receive a +1 die type shift to their Troop Quality when making Reaction Tests during Close Assault. Each mounted figure also throws one bonus attack die in Close Assault.

Casualties in Close Assault follow the same rules described for Fire Combat, above.

Casualties, Dependents and Mounted Units

Mounted Troops suffer the same Casualty and Dependent Penalties as an infantry unit.

Cavalry units ignore the Casualty Penalty but suffer Dependent Penalties in the same way as an infantry unit.

ALIENS

It's a science fiction game, so there have to be aliens and lots of 'em, right?

Well, maybe. It depends on what one means by "alien." In wargaming parlance, the word "alien" can usually be translated more accurately as "special." An "alien army" in most cases is really a "special army" that is supported by "special rules" which often break or bypass the rule mechanisms by which normal (read "human") armies are bound. In addition to their own rules, alien armies also receive "special" weapons, armor, and vehicles that generally give them an advantage over normal (again, read as "human") troops. The more aliens a rule-set supports, the more special rules one usually finds to support them. As a result, many science fiction wargames become "games of exceptions," where games are won and lost based on each player's ability to take advantages of the special exceptions innate to their force.

Aliens? Heard talk of stuff, you know, big bugs the size of men, aliens with ray guns, the usual sorta grunt bull-crap. One thing's for sure though, the universe is a mighty big place, and I think it's a bit arrogant to think we is the only ones out here. What you can be sure of is when we meet 'em, we will sure as hell try and kill 'em. It's the way we roll...

Cpl. Hank Vermouth, USMC

Design by exception can lead to an escalation that makes the exception the norm and reduces baseline human troops to sub-par units. A natural reaction to this is to give certain human units their own "special rules," which often results in a re-jiggering of rules for aliens and thus begins a cycle of defining units based on differences and a necessity for arbitrary "play-balancing" of forces rather than scenarios.

In *Tomorrow's War*, we're more interested in using the standard mechanism to describe an alien force than in creating a lot of special rules and exceptions. We believe that most alien forces will share more similarities than differences with human forces.

Alien weaponry, however wildly its mechanisms may differ from ours, will still fall into some analogous category of human weaponry. Their purpose and effect will be similar to those of our own weapons, even if their means of achieving those effects might differ. The fearsome gravitic carbines of the Bem Empire legions may use a gravity pulse to propel a diamond tipped projectile, for instance, but its overall effect is still that of an assault rifle: It creates infantry casualties and is more effective in the hands of higher quality troops than in those of lower quality troops.

The same is true of alien armor or defensive technology - the Bem Empire's hauberk of durathril is still just body armor. Their officers' "personal anti-kinetic field generators" still have the effect of reducing casualties - again, it's just body armor.

The true difference between alien and human forces will be found in their respective organization and psychology – in other words, they will be similar enough to human forces to be governed by standard Troop Quality and Morale ratings. Some differences in the application of Morale Effects might be called for, but in most cases existing rules, applied with a mixture of imagination and common sense, will suffice.

In the following section, you'll find some pointers on developing Alien forces for use with *Tomorrow's War*.


[The Pointman]
McGibs
2007



Aliens come in many forms (photo: Jim Roots, miniatures: Khurasan)

Defining an Alien Force

As mentioned above, developing an alien force in *Tomorrow's War* is an exercise in imagination and common sense. What follows is an outline of the process that we use when dreaming up aliens to challenge humanity for the sovereignty of the stars. We hope you'll find these pointers helpful in developing your own alien combatants.

Who Are These Guys?

The first step is to get an idea of the character of your alien force. Your aliens might be based on a literary work, a movie, another game, a miniature line you like the looks of – or they may be your own original concept. Whatever their inspiration, you should ask yourself the following questions. The answers to these questions can be used to define your aliens in game terms.

To illustrate the process, we'll develop *Tomorrow's War* stats for Khurusan Miniatures' "Space Demons" as we go (visit http://khurasanminiatures.tripod.com if you'd like to buy some Space Demons of your own).

- **How technologically advanced are your aliens?** This question will help you determine whether your force is Tech Level 1, 2, or 3.

  Khurusan Miniatures' "Space Demons" don't utilize any visible technology. These miniatures show a fast, agile looking creature with bony, protective plates and ferocious looking claws. They'll default to TL1 for purposes of bonuses for Tech Level differences.

- **How disciplined are your aliens? Do they work together like a coordinated team and utilize established tactics? Or are they contentious individuals who make things up as they go along?** The answer to this question will determine whether your aliens field a Regular or Irregular force.

  I don't see the Space Demons as a particularly disciplined force. They look more like a bloodthirsty swarm that is likely to attack the first living thing they see. I'm going to call them Irregulars. Since I also don't see the Space Demons allying themselves with anyone else, this means they'll be deployed as an Irregular only force – they'll never be allowed to have Initiative in a scenario unless they're up against another Irregular only force.

- **How are your aliens organized? Are they intensely hierarchical or do they work in loose mobs?** Use your answers to this question to develop a rudimentary organization for your alien force.

  Space Demons don't strike me as having a very rigid organization. I imagine them working in loose mobs of 4 to 6 Demons. It seems likely to me that these mobs would blend into larger mobs if they run into each other (in other words, they merge automatically if they come into cohesion distance with each other).

- **How are your aliens led? Do they possess an adaptive chain of command, or is their leadership style authoritarian and brittle?** Your answers to this question will help further define your aliens' organization.

  Space Demons are led by a Space Demon King and/or Queen. I've decided that these giant creatures have a psychic bond with the warriors under their control. As long as the Demon King and/or Queen are alive and on the table, all Space Demon units are treated as if they have a Leader present. If neither a King nor Queen is alive, Demon units must make a Leadership Check to activate, as per leaderless Irregular units.

- **How effective are your aliens in combat, in general? Are the majority of their combatants well-trained (or ferocious), or are they poorly trained (or meek)?** The answers to this question will help you determine the Troop Quality of your alien force's average unit.

  These Space Demons look mean! I wouldn't want to meet some in a dark, alien forest, that's for sure. I've

decided to make them pretty scary – I'm assigning them a Troop Quality of D10 across the board, from regular Demon to Demon King/Queen.

- **How motivated are your aliens? Are they fanatics, willing to throw their lives down for the cause, or are they reluctant warriors who would really rather just go home?** The answers to this question should allow you to determine the average Morale value of your alien force.

It would be tempting to say that these guys don't have to make Morale checks at all – making them mindless meat-grinders on legs – but on second thought I decide that's pretty unimaginative. Anybody can design an uber-killer force, it's more fun and challenging to design a force that feels like it could exist somewhere other than a comic book or bad movie. Instead, I'll give them a very high Morale – D12 – as long as their King or Queen is alive and on the table. If their King/Queen dies or leaves the table, normal Space Demon Morale drops to D8. This seems more realistic feeling to me and is one more thing to tie a tactical significance to protecting/killing the Space Demon King/Queen!

- **How confident are your aliens? Do they trust their gear, their tactics, and the warriors next to them? Or are they leery of their force's overall chances of victory?** This question will help you determine the Confidence Level of your alien force.



Space Demon attack! (photo: Piers Brand, miniatures: Khurasan)

I can't see these guys ever having a crisis of confidence. I'm calling Space Demons High Confidence troops!

- **How well equipped are your aliens? Do they have a secure supply line and ample "bullets, beans, and bandages," or are they under-supplied and forced to make do?** The answer to this question will establish your alien force's Supply Quality.

Supplies? What supplies? Do they run out of claws? I imagine if Space Demons start running low on food they just thin the ranks of the weak. We'll call them Normal Supply Quality – no bonuses or penalties for supply quality.

- **Do your aliens have any signature characteristics? Are they big and dumb? Fast and ferocious? Are they technological wizards?** Your answers to this question will help refine the stats you arrive at for your alien force.

Signature characteristics for Space Demons? Hmm. Did I mention armored hide and scary teeth and claws? These guys also look fast and agile – I can imagine them tearing up the ground in terrifyingly swift leaps and bounds. Sooo – Now I need to translate that into game terms:

***Armored Hide** – Easy. These guys have body armor. I'm not going crazy with it, though. I'm going to call it light (1D) body armor.*

***Scary Teeth & Claws** – Again, easy! These guys have Close Assault weapons and receive an extra die per figure in Close Assault.*

***Fast and Agile** – Strangely, this one requires the most thought! We could make an exception based rule and say that the Aliens don't suffer a -1 to Reaction rolls when making a Rapid Move. We could even give their opponents a negative to their Firepower when shooting at the rapidly bobbing and weaving Demons... but that's kind of counter to our goal of keeping exceptions to a minimum. After a glass of tea and a little thought it occurs to me that what I really want to model is the unnerving effect of a Space Demon charge – so instead of coming up with exceptions to existing rules, I should be looking at rules that already exist to represent units reacting to something scary or unnerving – et voila: **Intimidating Weapons**!*

Space Demons are an intimidating weapon! When human troops are charged by Demons, they must make a Morale Check to avoid becoming suppressed, a state you really don't want to be in when a boney alien comprised mostly of teeth and claws has picked you out for dinner.

- **Do your aliens have any unusual troop types?** Are some of your aliens able to blend naturally into the background? Do some have superior senses? Maybe some have an ultra-durable exoskeleton? Again, these answers will help refine the stats for your alien force.

Well, I obviously need to look at the Demon Queen and King. The first thing about the Demon "royalty" that stands out to me is their immense size. These guys are BIG. I imagine that they're very hard to kill and are overpowering in Close Assault! I've already mentioned their psychic connection to their comparatively runty warriors. I put some thought into it and came up with this for them:

***Fast and Agile** – Even though Kings and Queens are huge, they're still Space Demons. In fact, they're even scarier Space Demons. Treat their charge as an intimidating weapon, too.*

***Psychic Connection** – Demon Kings and Queens have a psychic connection to their troops as described above.*

***Thick, Spiny Armor** – This one is easy. It looks to me like they have thicker, spikier armor than a regular Demon, so I'll upgrade them to 2D armor.*



Space Demons on the prowl for prey
(photo: Piers Brand, miniatures: Khurasan)

***Close Assault Monsters** – These guys look like they'd be hell in a fracas! I can imagine Demon Kings or Queens tossing men around like pillows in a pillow fight. I'll represent this by saying that they count as TWO Space Demons when determining the Demon's Close Assault Firepower.*

***Hard to Kill** – I can also see Demon royalty shrugging off damage that would kill or incapacitate a less over-the-top being! As a result, I'll designate them as Hard to Kill and give them a D8 Survival die type.*

There are also the "Hammerhead" Space Demons, but I don't have any of them painted at the moment, so I'll put that off for another day!

THE NET-CENTRIC BATTLEFIELD - THE GRID

Advances in communications and networking began transforming the nature of command and control on the battlefields of the 21st century and progressed rapidly, ultimately reaching a level of development that allows everyone from individual troopers to the battlefield commander to have nearly instantaneous access to information from every corner of the battlespace. This level of "God-like" awareness brings advantages and disadvantages to the forces that rely on it.

"Net-Centric" command requires a robust communications net with appropriate communications gear available to the lowest "node" in the network – for some forces, the lowest node will be the individual soldier, for others it may be the fire-team leader, squad leader, or so on up the chain of command. A powerful array of sensors is also required, including cameras and unit locators on the ground, manned or unmanned atmospheric craft above the battlefield, and satellites or spacecraft in low orbit. Such an integration of assets is referred to as a Global Information Grid (GIG) or, more simply, a Grid.

A Grid is expensive to establish and maintain, so they are generally only widely used by the wealthier Earth militaries or their expeditionary forces. Colonial forces are usually limited to more conventional communications and control that would not have been out of place on the battlefields of Earth in the 20th century.

Grid Quality Checks

When two Grids are competing for dominance over the battlespace or stealth/ECM is attempting to defeat a Grid, a Grid Quality Check may be called for.

To perform a Grid Quality Check, determine the Tech Level of the Grid(s), stealth, or ECM (Sensors) involved. Each TL has a Quality Die associated with it, ranging from D6 for TL1 to D10 for TL3.

Roll a TL Quality Die for the Grid under attack and the Grid, stealth, or ECM asset attacking it. Both sides must roll a 4 or better, or fail the check. If both sides roll a 4+, compare their scores. The highest die roll has "won" the check.

If both sides fail to roll a 4+ or if the die rolls for both sides are a tie, the side with the highest Tech Level wins. If both sides have the same Tech Level, the defending Grid wins.

GRID QUALITY CHECK

Roll a TL Quality die for the Grid and the opposing Grid or stealth/asset attempting to defeat it. If one side fails to roll a 4+, their opponent wins the check.

If both sides roll a 4+, the highest die roll wins the check.

If the roll is a tie or both sides fail to roll a 4+, the side with the highest TL wins. If both sides have equal TLs, the defending Grid wins.

Grid Quality Dice

TL1: D6

TL2: D8

TL3: D10

Advantages of the Grid

Forces with Grid access have a number of advantages over forces with less advanced command, control and communications (C3) capabilities. Some of these advantages are more pronounced at higher Tech Levels.

Increased Battlespace Awareness

Units with Grid access have an expanded awareness of the battlespace. They have a more precise knowledge of the location of both friendly and hostile units and their capabilities and this intelligence is updated in real time through the observation of other units, drones, and spy satellites in their network. This enhanced battlespace awareness is reflected in game terms through the following rules:

Enemy Force Location

Since a Grid capable force is able to locate the enemy and track his movement, their opponents may not make use of Out of Contact Movement.

Note, however, that some scenarios may identify units which can use Out of Contact Movement regardless of their opponent's Grid capabilities (units equipped with advanced stealth capabilities or dedicated ECM support, for instance).

Improved Command & Control

Forces operating on a Grid may ignore many Fog of War effects related to Command and Control. Individual Fog of War cards will indicate whether or not they are effective against Grid capable units.

Force Location and Competing Grids

When two Grid capable forces come into conflict, it is normal for one of them to gain "Grid Superiority," usually through jamming or destroying communications assets and satellites. In some rare occasions, though, both sides may be able to maintain their Grid capabilities. In such instances, an ongoing ECM battle will normally rage, as each side tries to confuse, mislead, or temporarily disable their opponent's Grid.

When competing Grids are available in the battlespace, units capable of Out of Combat Movement may attempt to utilize it, hoping that their movement will be masked by ECM or lapses in their enemy's Grid coverage.

To determine if a unit is able to make a successful Out of Combat Movement, make a Grid Quality Check. If the unit attempting the move wins the Grid Quality Check, they may make an Out of Contact Move. If they fail or lose the check, they may only make a normal move.

Precise Fire Missions and Air Strikes

Units on a Grid are able to call in fire missions and air strikes more quickly and accurately than units using traditional FAC or FO procedures.

Units on a Grid use the standard rules for calling in Fire Missions and Air Strikes, with the exceptions noted in the **Grid Fire Missions & Air Strikes** text box.

Reduced Danger Close Effects

Grid Capable units may call in artillery fire missions and air strikes with greater precision, reducing the likelihood of Danger Close casualties.

As a result, the die type of the opposing player is reduced when performing casualty checks for units who are within Danger Close range of an airstrike or fire mission from a unit on their GIG.

Normally, the opposing player rolls a D10 to determine Danger Close casualties (See **Danger Close**), but this die is reduced according to the Tech Level of the Danger Close vulnerable unit's Grid.

Units with TL3 Grids are not susceptible to Danger Close casualties at all – their munitions are smart enough not to detonate in a manner to cause friendly casualties.

DANGER CLOSE DIE TYPE

TL of Grid	Opponent's Die
1	D8
2	D6
3	X

Beyond Line of Sight (BLOS) Fire

The Grid allows units to be aware of enemy units that are not within line of sight and can assist in guiding indirect fire onto them. This is known as Beyond Line of Sight (BLOS) fire.

BLOS Fire allows units with indirect fire capability to engage targets that are not visible to them but are visible to friendly units, UAVs, or satellites in their network without the normal kill-chain delays associated with the use of a forward observer.

Remote SAGPs may also react and fire on targets within their LOS but beyond LOS of any "live" units. If directed locally, they use the TQ of the controlling unit. The SAGP's TQ suffers a -1 Die Shift (i.e., from D8 to D6) if directed from beyond the battlespace.

GRID FIRE MISSIONS & AIR STRIKES

Grid Directed Air Strikes

A unit or TAC on a Grid is not required to have the target in sight (although some unit in its force must) but must pass a Troop Quality Test.

The following cumulative modifiers apply:
Grid Directed Air Strike: +1
Actual FAC Requesting Air Strike: +1
Request Routed to Another Force's Grid: -1
Spotter is calling for assets other than his own: -1

Airstrike arrives immediately after a successful request for air support unless the request is routed to another force's Grid, in which case it arrives at the beginning of the following turn.

On an unmodified die roll of 1, air support is no longer available.

Grid Directed Fire Missions

A unit or Forward Observer on a Grid is not required to have the target in sight (although some unit in its force must) but must pass a Troop Quality Test.

The following cumulative modifiers apply:
Grid Directed Fire Mission: +2
Spotter is an actual Forward Observer: +1
Request Routed to Another Force's Grid: -1
Spotter is calling for assets other than his own: -1

Synchronized Fire

Units belonging to the same Grid can synchronize their fire at a point or area target. This tactic is often used by laser, energy, or rapid fire kinetic weapon equipped vehicles to produce a protective umbrella of fire to ward off incoming missiles, artillery shells, or attack aircraft. The same tactic is occasionally used by laser or energy weapon equipped units to destroy AFVs.

Synchronized Fire Air Defense (SFAD)

Any time an artillery, missile, or aircraft attack is announced against a force utilizing a Grid and containing one or more vehicles equipped with laser, energy or rapid fire kinetic weapons, its player can announce it is using Synchronized Fire Air Defense.

No matter how sophisticated the means of directing them, weapons used in this manner represent an ad hoc defense and lack the effectiveness of purpose build Air Defense Artillery (ADA) or Point Defense Weapons (PDWs). The method of determining their effectiveness varies by the type of defense they are mounting.

Note that any number of missile or artillery barrages may be engaged by synchronized fire per turn, but that any unit which participates in even a single SFAD salvo may take no other actions for the remainder of the turn other than further SFAD.

There are no die reductions for successive salvos of SFAD.

Note that vehicles mounting purpose-built ADA or PDWs resolve their defensive efforts separately and according to the rules found under **Air Defense Weapons**.

Synchronized fire against incoming missiles and artillery shells

If Grid directed synchronized fire is being used against incoming missiles or artillery shells, total up the number of vehicles mounting laser, energy, or kinetic auto-cannons with a Firepower of 3D or more. Roll a Tech Level Quality die for each vehicle and discard any rolls with a score less than 3. Subtract the number of remaining dice from the Firepower of the incoming missile or artillery barrage.

Synchronized fire against aircraft

If SFAD is targeting an actual aircraft, be it manned or unmanned, total up the number of vehicles mounting laser, energy, or kinetic auto-cannons with a Firepower of 3D or more. Roll a Tech Level Quality die for each vehicle and discard any rolls with a score less than 3. The remaining dice represent the Firepower of the SFAD salvo against the aircraft.

Use the number of dice noted above to attack the target aircraft in the same manner described under **Air Defense Weapons**. Use the Tech Level Quality die of the targeting Grid for the Troop Quality of the attack. Apply the usual penalties for firing at an aircraft. Additionally, the aircraft receives an extra defense die.

Synchronized Fire, Anti-Tank (SFAT)

A unit armed with laser or energy small arms may use the Grid to synchronize their fire at a designated weak point on an AFV. This is referred to as Synchronized Fire, AT or SFAT. A unit can declare that it is performing an SFAT attack as part of its activation, Overwatch, Defensive Action, or Reaction.

The Firepower for this attack is equal to their normal laser or energy weapon small arms Firepower minus one die. Dice reductions for previous fire apply. SFAT fire counts as a Light Gun attack.

A unit can only make one such SFAT attack per turn and may only react to fire directed at it for the duration of the turn. SFAT fire counts as a Reaction when determining the Firepower of subsequent Defensive, Overwatch, or Reaction fire (In other words, a unit that was involved in an SFAT attack loses a die of Firepower from its next Firepower attack).

Disadvantages of the Grid

With all its advantages, the Grid comes with a price. An effective Grid is a complicated network that requires the efforts of a legion of technicians to deploy and maintain. It is vulnerable to signal-blocking weather and atmospheric conditions and may be brought down by hardware failure, software glitches, or enemy jamming. The loss of the Grid can have a profoundly negative effect on the confidence of units who are accustomed to operating under its comforting umbrella.

While units operating under Grid command and control have a number of advantages over units that don't, they are also subject to potential pitfalls that don't affect units off the Grid. Sometimes these pitfalls arise from too little information, some from too much.

Anti-Grid ECM

> *This TOC is shielded from detection and hardened against EMP munitions. No PRC fighter is capable of hitting...*
>
> Last words of Lt. Col. Jacob Hardesty, USMC

The Grid may go down for any number of reasons, ranging from natural signal interference to active jamming. Large scale jamming effects or Electronic Counter Measures (ECM) are represented in-game through Fog of War cards or scenario specific rules. Some scenarios may involve the use of expert units whose specialty is bringing the Grid down locally. The following rules describe the operation and effects of such units.

ECM Units

ECM units are generally vehicle mounted, but units equipped with high-tech gear or who are only attempting to jam a small portion of a grid may carry their equipment in on foot. ECM units are comprised of technical specialists. These specialists are also combat soldiers, but their primary purpose is to kill the enemy's local communications and control rather than his troops. As such, ECM units are almost always supported by a security element that watches their back while they work their technological black magic.

ECM units must be stationary and may not fire while attempting to jam or actively jamming the local Grid. Grid Jam checks are made at the end of the turn and, if successful, take effect on and remain in effect for the duration of the following turn.

Jamming the Local Grid

To attempt to jam the local Grid (basically the portion of the Grid covering the game's playing area), the ECM unit must remain stationary for an entire turn. They may not make any Firepower or Close Assault attacks during the turn. If fired upon, they may not return fire without aborting their chance to jam the grid.

To exploit a vulnerability in the Grid and begin the jamming process, an ECM unit must pass a Troop Quality Check modified by the difference in Tech Levels between it and the target Grid. The ECM compares its basic TL (or the TL of its Sensors, if that is higher or lower than its basic TL) to the TL of the Grid. Shift the ECM unit's Troop Quality die type up or down one type per difference between Tech Levels.

Example 1: *An ECM unit with a Troop Quality of Trained (D8) is trying to bring down the opposing force's local Grid. The opposing force has a TL of 3. The ECM unit has a basic TL of 1, but has TL2 Sensors. Since the Sensor TL is higher than the unit's base TL, it will be used in the jam attempt. Since the ECM unit's Sensor TL is one level lower than the Grid's TL, the unit suffers a minus one die type shift, reducing its TQ from D8 to D6 for the attempt.*

Example 2: *An ECM unit with a Troop Quality of Trained (D8) is trying to bring down the opposing force's local Grid. The opposing force has a TL of 2. The ECM unit has a basic TL of 2, but has TL3 Sensors. Since the Sensor TL is higher than the unit's base TL, it will be used in the jam attempt. Since the ECM unit's Sensor TL is one level higher than the Grid's TL, the unit receives a plus one die type shift, raising its TQ from D8 to D10 for the attempt.*



A USMC Mobile ECM Team at work (photo: Piers Brand, miniatures: GZG)

Example 3: *An ECM unit with a Troop Quality of Trained (D8) is trying to bring down the opposing force's local Grid. The opposing force has a TL of 3. The ECM unit has a basic TL of 3, but has TL2 Sensors. Since the Sensor TL is lower than the unit's base TL, it will be used in the jam attempt. Since the ECM unit's Sensor TL is one level lower than the Grid's TL, the unit suffers a minus one die type shift, reducing its TQ from D8 to D6 for the attempt.*

If the ECM unit passes its Troop Quality Check, it may initiate a Jamming Attack. Jamming Attacks are resolved with a **Grid Quality Check**. The check is resolved normally, with one exception: ECM units who are *not* supported by an ECM vehicle receive a -1 die type shift. Those with an ECM vehicle attached use the normal Grid Quality die associated with their base TL (or the TL of their Sensors if it differs from their base TL).

If the ECM unit wins the Grid Quality Check, the local Grid goes down at the beginning of the next turn and remains down for the duration of that turn. If the ECM unit fails the check or the check results in a tie, the Grid stays up.

To continue jamming the grid, this process must be repeated at the end of each turn.

An ECM unit only brings down the enemy's local Grid with a Jamming attack. Its own force's Local Grid will not be affected by the jamming.

Loss of Grid

Forces who are accustomed to operating under Grid based command and control suffer a temporary loss of operational efficiency when the network goes down. The more Grid reliant a force is, the more severe and long-lasting this compromising effect will be. Naturally, higher tech level forces are more prone to these negative effects than low tech forces.

Loss of Grid connection may hamstring or even paralyze a force that is too reliant upon it. The Tech Level of the Force and Troop Quality of units involved determine the severity of the negative effects:

Tech Level 1 Forces: TL1 troops are generally not as immersed in the Grid. They are used to using alternate methods of command and control and simply make do with what they have. All TL1 Grid controlled troops who lose access to their Grid suffer the following penalties:

- They may not utilize BLOS
- They may not utilizes SFAD or SFAT
- They may not call in airstrikes or fire missions

Tech Level 2 Forces: TL2 troops are more reliant on the Grid and feel its loss more acutely. Better quality TL2 troops have more experience and training in non-Grid supported operations and are less affected by Grid loss. All TL2 Grid controlled troops who lose access to their Grid suffer the following penalties:

- They may not utilize BLOS
- They may not utilizes SFAD or SFAT
- They may not call in airstrikes or fire missions
- All units of Trained Troop Quality or lower become **Pinned** for the duration of the turn that the Grid is lost

Tech Level 3 Forces: Since TL3 troops carry out most of their operations and training under Grid command and control, they suffer the most from its loss. All TL3 grid controlled troops who lose access to their Grid suffer the following penalties:

- They may not utilize BLOS
- They may not utilize SFAD or SFAT
- They may not call in airstrikes or fire missions
- All units of Trained Troop Quality or lower become **Pinned** for the duration of the turn that the Grid is lost
- All units of Trained Quality or lower suffer a one level reduction in Confidence for the duration of the game. Units reduced below Low Confidence become combat ineffective and are removed from play.

Irregular Units and the Grid

Irregular Units lack the technical training to utilize the Grid. The Grid may be aware of their location, but they may not pass information through the Grid unless they have a Regular leader attached.

Irregular units without a Regular, Grid capable leader receive NO advantages from the Grid.

Irregular units with a Regular, Grid capable leader attached receive all Grid advantages except Synchronized Fire. Irregular units may never use Synchronized Fire.

CIVILIANS ON THE BATTLEFIELD

Some scenarios call for the presence of civilians on the battlefield. While the scenario may have some special rules governing the behavior of these civilians, the following general rules usually apply:

We understand that many players won't have a collection of civilian miniatures – and unfortunately there aren't many modern, non-combatant civilian figures out there – so feel free to use substitutes if you wish!

We use 2"x3" paper "stands" to represent civilians and suggest that civilian figures be mounted on stands this size, if you have them (assuming you're using 15mm figures – if you're using a larger scale, adjust the stand size accordingly).

The initial location of civilian mobs is usually dictated by the scenario card.

You talk to an ordinary grunt... or even a Ranger, for that matter... and they'll tell you it's all our high speed, low drag gear that makes us so effective. They think, yeah, give me a stealth suit and all the bio-engineering Uncle Sam can afford and I'd be able to do the things those guys do, too. Truth of the matter is, that just ain't so. Those guys are generally working with more advanced tech than we are – they have the Grid, the recon drones, the Care Bears... plus all the air and arty anyone could want a whisper away. None of that would do them any good where we go, doing the jobs we do. It's not our gear that makes us effective, it's the fact that we don't need it. We know how to use a paper map and a magnetic compass and we're qualified with weapons that our great-great-granddaddies would have called obsolete. That Grid goes down and we're not hunkered down in a hole waiting for God-Vision to come back, no sir, that Grid goes down and we're in our own element! We don't need nano-tech to heat up a big, hot can of whoop-ass!

SSgt. Mike Hayes, SFODA-555

Civilian mobs are moved at the end of each turn. They move 3" towards the nearest gunfire. They will stop when they come within 6" of a unit. Note however, that some scenarios may dictate special movement rules.

Units may not fire or move through a mob (stand) of civilians unless the scenario dictates otherwise.

If a unit shoots at a target with a **Line of Fire** that passes within 2" of a civilian mob, a check must be made for civilian casualties. Roll the firing unit's Quality Die. On a die-roll of 1 or 2, the mob has suffered a casualty.

MOB DISPERSION MODIFIERS

(All Modifiers are Cumulative)

If the Force the unit belongs to has caused any civilian casualties: -1
If the scenario indicates that civilians are hostile to the unit's Force: -1
If the scenario indicates that civilians are friendly to the unit's Force: +1
If the opposing Force has caused civilian casualties but the unit's Force has not: +1
If Civilians in the area are friendly according to the Scenario or a Fog of War card: +1
If the unit has an Interpreter or speaks the civilians' language: +1

REGULARS AND CIVILIAN MOBS

Normally, units may not purposefully engage civilians, but they may attempt to peacefully disperse them.

A unit must be within 6" of a civilian mob to attempt to disperse it. To disperse the mob, the unit must attempt to reason with it. To succeed, the unit must roll a Troop Quality die against the scenario's Insurgency Level (the level defaults to 4 if it is not given in the scenario – see **Asymmetric Engagements** for more information). If the result of the die roll is *higher* than the Insurgency Level, the mob disperses and is removed from play. If not, the mob remains in place.

A unit may attempt no other actions in a turn in which it attempts to disperse a civilian mob.

"Popular" Leaders and Civilian Mobs

Some scenarios involve insurgent, guerrilla, or other "popular" leaders who attempt to manipulate civilian mobs or convert them into armed Irregulars. To do so, a popular leader (in the form of any of the force's Irregular leaders) must be in base to base contact with the civilian mob. It must announce whether it's attempting to manipulate the mob or transform it into an armed Irregular unit. To succeed, the Irregular leader must roll *less* than the current Insurgency Level on a D6.

If the popular Leader's roll to manipulate the civilian mob was successful, he may immediately move it 6" in any direction. Once the civilian mob has moved, it is no longer under the popular Leader's influence.

If the popular Leader's roll was successful and he was attempting to transform the mob into armed Irregulars, he may arm the mob as long as he has at least one figure with him to pass out weapons. The more figures with him, the larger an armed mob he's able to create.

If the popular Leader succeeds in transforming a civilian mob into an armed mob, roll 1D6 on the table below. Add +1 to the die roll for each armed figure accompanying the Leader:

Die Roll	Irregular unit Created
1–5	1D6 Irregulars w/Small Arms
6	1D6 Irregulars w/Small Arms and 1 Irregulars with RPG
7	1D6+2 Irregulars w/Small Arms and 1 with RPG
8	1D6+3 Irregulars w/Small Arms and 1 with RPG
9	1D6+4 Irregulars w/Small Arms and 1 with RPG
10	1D6+5 Irregulars w/Small Arms and 1 with RPG

Mixed Mobs: Civilians & Combatant Units

Occasionally a group of armed irregulars may include unarmed "supporters". Such groups are called "mixed mobs" and will be identified by the scenario description or by the reinforcement table.

When determining the Firepower of a mixed-mob, only count the armed irregulars. For Defense, the mixed-mob counts both armed and unarmed figures.

When a mixed mob takes casualties, the owning player may freely select which model within the mixed-mob will be removed. If the casualties selected are unarmed civilians, they may count against the opposing force's Victory Points.

Hostile Mobs

Sometimes civilian mobs are actively hostile but fall short of armed resistance. Instead, they make their displeasure known by hurling taunts and the occasional rock at regular units. Since rules of engagement usually disallow firing on unarmed civilians, this harassment can sometimes add to a unit's stress level. Hostile mobs will also move to purposefully interfere with a unit's movement and fire.

Hostile mobs are under the control of a player designated by the scenario. They are activated and moved like any other unit.

Hostile mobs may move to place themselves in a manner that interferes with regular lines of fire.

A hostile mob may also *taunt* any regular unit within 4". Each mob may only taunt a single regular unit. Taunting raises the regular units stress level – see the rules on combat stress.

Putting It All Together: Bugs in the Reactor

Nouvelle Angouleme, 30 April 2315

Nouvelle Angouleme, first discovered in 2257 by the EU and settled predominantly by French and citizens of former French protectorates, is primarily an agricultural world and one of the few planets able to support select strains of terrestrial grapes. Nouvelle Angouleme's vineyards produce some of the finest cognacs available in known space. The high demand for these unique cognacs has resulted in a significant trade surplus over the years and has allowed the local government to invest significantly in infrastructure and amenities for its citizens. The colony boasts a top-notch starport with state-of-the-art cargo handling facilities. The pride and joy of the colony is its new GE Fusion Reactor that provides more energy than the colony will need for the next fifty years.

Still, Nouvelle Angouleme remains a world of rural tranquility. *Groupe Alpha Securitie*, a contracted paramilitary and police force, provides local defense and security for the starport and the reactor, as well as acting as law enforcement for the very infrequent citizen infraction or altercation. The planet is also occasional host to units of the *Legion Etrangere*, who conducts training exercises in unsettled areas of the planet and allows soldiers to go on liberty at the starport.

Fortunately, a company of the *Legion Etrangere* was on hand when things went very, very wrong at the reactor. Power fluctuations caused *Groupe Alpha Securitie* personnel to investigate. Not only did they find the problem – aliens in the reactor – they also discovered that the aliens were now boiling out of the reactor compound and slaughtering the local colonists. They called for help from the *Legion Etrangere* and began evacuating citizens...

Scenario Information

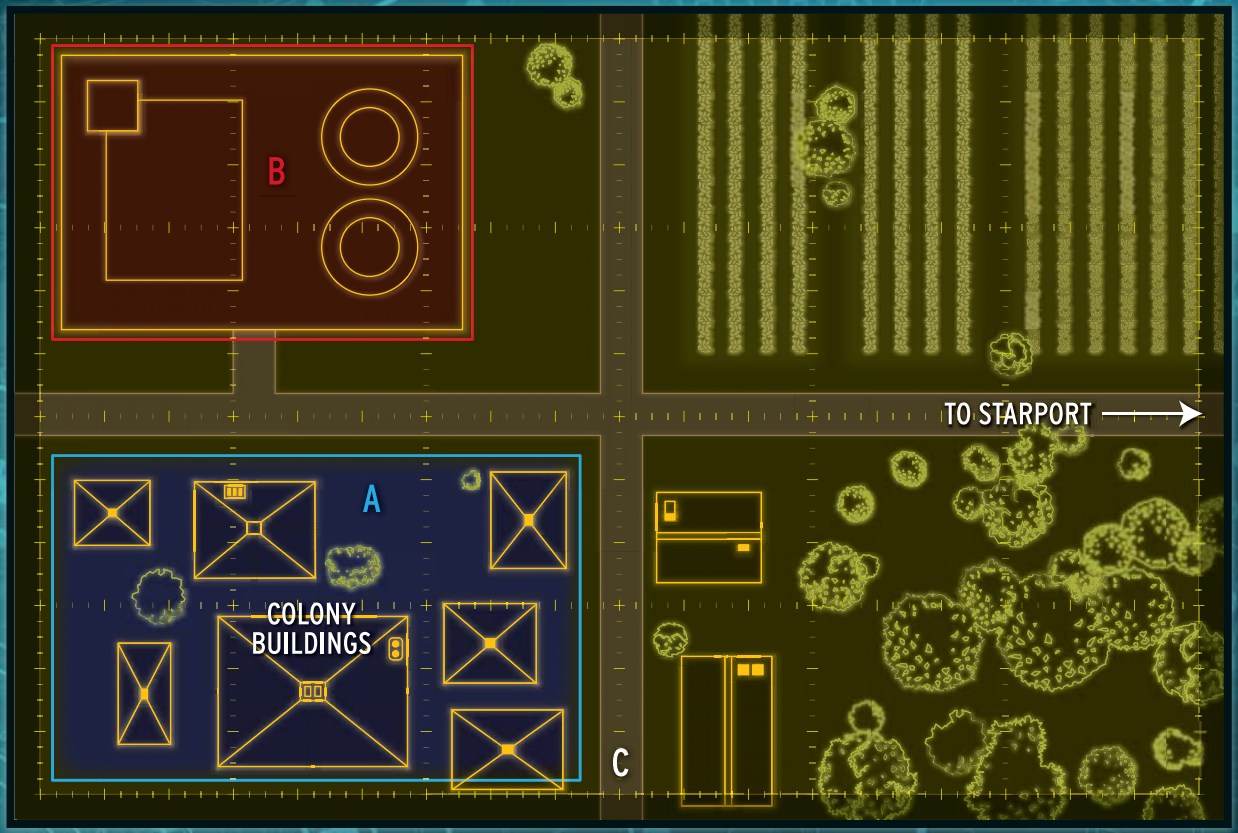
Duration of Game: 12 Turns
Initiative: Colonists/Legion for entire game
Special Conditions: None
Fog of War: Generated normally by Reaction Tests
Table Size: 4' x 6'

Colonist/Legion Mission

The Colonist/Legion mission is a simple one. Get as many colonists out of harm's way and headed to the starport as possible

Colonist/Legion Victory Points

- Per Colonist exited off the east edge of the board: 3pts
- Per Groupe Alpha/Legionnaire exited off the east edge: 1pts
- Per Alien King or Queen Killed: 5pts



Colonist/Legion Forces

Groupe Alpha Securitie Basic Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 2
Body Armor: Light (1D)
Troop Quality/Morale: D6/D8

Patrol Alpha (Set up first anywhere in Area A)
1x Fireteam Leader w/Slug Thrower Rifle
3 x Patrolman w/Slug Thrower Rifle

Patrol Bravo (Set up first anywhere in Area A)
1x Fireteam Leader w/Slug Thrower Rifle
3 x Patrolmen w/Slug Thrower Rifle

Patrol Vehicle (Improvised Farming Tractor)
(Set up first anywhere in Area A)
Class: Light
Type: Tracked
Basic TL: 2
Weapon TL: 2
Armor TL: 2
Sensor TL: 2
Front Armor: 1D8
Side Armor: 1D8
Rear Armor: 1D8
Deck Armor: 1D6
Main Weapon: Gauss LMG
AT Value: 0D
AP Value: 4D
Crew: 3 (Lt. Body Armor, SMG Slug Throwers)
Attributes & Notes:
Fire or Move
Technical

Legion Etrangere Basic Attributes
Initiative Level: N/A
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
Body Armor: Light (1D)
Troop Quality/Morale: D8/D10

First Squad (Enter Turn 1 within 6" of Point C)
1 x Squad Leader w/Advanced Combat Rifle

First Fireteam
2 x Riflemen w/ Advanced Combat Rifles
1 x Rifleman w/Heavy Advanced Combat Rifle (ASAW)
(Lt. AP:1)
1 x Missile Launcher/RPG (Med. AP:2)

Second Fireteam
2 x Riflemen w/ Advanced Combat Rifles
1 x Rifleman w/Heavy Advanced Combat Rifle (ASAW)
(Lt. AP:1)
1 x Missile Launcher/RPG (Med. AP:2)

Second Squad (Enter Turn 1 within 6" of Point C)
1 x Squad Leader w/Advanced Combat Rifle

First Fireteam
2 x Riflemen w/ Advanced Combat Rifles
1 x Rifleman w/Heavy Advanced Combat Rifle (ASAW)
(Lt. AP:1)
1 x Missile Launcher/RPG (Med. AP:2)

Second Fireteam
2 x Riflemen w/ Advanced Combat Rifles
1 x Rifleman w/Heavy Advanced Combat Rifle (ASAW)
(Lt. AP:1)
1 x Missile Launcher/RPG (Med. AP:2)

Third Squad (Enter Turn 1 within 6" of Point C)
1 x Squad Leader w/Advanced Combat Rifle

First Fireteam
2 x Riflemen w/ Advanced Combat Rifles
1 x Rifleman w/Heavy Advanced Combat Rifle (ASAW)
(Lt. AP:1)
1 x Missile Launcher/RPG (Med. AP:2)

Second Fireteam
2 x Riflemen w/ Advanced Combat Rifles
1 x Rifleman w/Heavy Advanced Combat Rifle (ASAW)
(Lt. AP:1)
1 x Missile Launcher/RPG (Med. AP:2)



[The Night Owl]

Alien Mission

New world...new hosts...new food. The humans have provided a nest for our young. Now expand and feed, children.

Victory Points

- Per human killed: 2pts

Alien Forces

Alien Force Basic Attributes

Initiative Level: N/A
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 1
Body Armor: TL1
Troop Quality/Morale: D10/D12*
*As long as King or Queen are alive. Defaults to D8 if both are killed.

All set up within Area B following Groupe Alpha deployment

Brood One – 5 x Demons w/Close Assault Weapons

Brood Two – 5 x Demons w/Close Assault Weapons

Brood Three – 5 x Demons w/Close Assault Weapons

Brood Four – 5 x Demons w/Close Assault Weapons

Brood Five – 5 x Demons w/Close Assault Weapons

Brood Six – 5 x Demons w/Close Assault Weapons

Brood Seven – 5 x Demons w/Close Assault Weapons

Brood Eight – 5 x Demons w/Close Assault Weapons

Alien King
1 x Alien King w/Close Assault Weapons (count as TWO Demons in close assault)
Hard Body Armor (2D)
Intimidating
Hard to Kill (D8)

Alien Queen
1 x Alien Queen w/Close Assault Weapons (count as TWO Demons in close assault)
Hard Body Armor (2D)
Intimidating
Hard to Kill (D8)

Special Rules

Colonists

There are 30 colonists deployed within Area A. Following the Alien and Colonist unit placements, each side takes turn placing one colonist inside the perimeter until all colonists are on the board. Colonists may be placed in buildings or in the open.

Activation/Movement: Colonists do not activate or move, but instead "react" to the movement of other figures. Whenever an Alien moves within 6" of a colonist without close assault, the Colonial side makes a TQ Check. If passed, the colonist figure may make an immediate move away from the Demons. If missed, the colonist is frozen in place, mesmerized by the Demon psychic powers or sheer terror. A colonist within 2" of a Groupe Alpha or Legionnaire figure may join with that figure and activates/moves with that figure's unit for the remainder of the game. Colonists do not count as dependents in terms of reducing movement or firepower of units they have joined. Colonists attached to Groupe Alpha or Legion units do not need to make a TQ Check, but simply stay with the unit.

Basic attributes: Colonists have a nominal TQ D6/Morale D6 for purposes of defending themselves. They never initiate combat. They do not fight in combat. They do count as casualties in close combat.

Psychic Connection

The Alien King and Queen act as leaders for all Alien units on the table, so long as one or both are alive.

ASYMMETRIC ENGAGEMENTS

A game that involves a Regular force against a purely Irregular force is an **Asymmetric Engagement**. An asymmetric engagement might revolve around a counter-insurgency effort or an uprising against a colonial government – even a game about a small colonial village protecting itself from a well-organized troop of bandits could fall into this category.

Regular forces follow the rules already laid out in the previous chapters. Irregular forces abide by some slightly different mechanics described in the following sections.

IRREGULAR UNITS

Irregular units suffer some shortcomings not shared by more professional standing forces. These tactical "warts" give irregular units a lot of character and make them a challenging force to field. Don't be deceived, though, irregulars aren't push-overs. They're generally highly motivated (translating into high morale) and have a tendency to be drawn in hordes by the sound of gunfire.

Irregular Unit Command Issues

Irregular units do not have a flexible command structure. Nor have they been formally trained to react doctrinally to battlefield challenges. As a result, Irregular units require close supervision. Otherwise, they may spend much of the battle hunkered down behind cover trying to decide what to do.

This supervision can take one of two forms. An Irregular unit must have a trustworthy leader attached or be within Supervision Range of a Regular Unit that acts as its "mentor" on the battlefield. Without an attached leader or proper supervision from a Control Unit an Irregular unit may only be activated if it passes a Troop Quality Check.

Leaders Attached to Irregular Units

An Irregular unit may be led by a Regular or Irregular leader. The leader must be attached to the unit, that is to say, it must be part of and maintain cohesion with the unit.

As long as an Irregular unit has a leader attached, it may be activated like any other unit. If an Irregular unit's leader becomes a casualty, that unit must pass a Troop Quality Check to be activated. Failure indicates that the unit must remain in place and may only React if fired on.

Free-roaming leaders or leaders who are the last survivor of their unit may opt to join an Irregular unit. See **Leaders Joining a Unit**.

Irregular Units in Supervision Range of a Regular Unit

Irregular units may be found fighting alongside Regular units in either **Kinetic** or **Asymmetric** engagements.

For best performance, an Irregular unit must be within 6" and line of sight of its Control unit. Radio communication is not sufficient – without the comforting sight of their Control unit, Irregular units tend to hunker down in place at best or, at worst, take to their heels.

Irregular units within supervision range and LOS of their Control unit may be activated normally, regardless of the presence of a leader in the unit. They may also freely interrupt or react whether they have a leader attached or not. For all intents and purposes, they act like a Regular unit.

Irregular units that are farther than 4" from their Control unit or out of LOS with it may only be activated if they have a leader attached or pass a Troop Quality Check. If they do not have a leader attached and fail their Troop Quality Check, they must remain in place and take no other action. They may still React if fired upon, however.

If an Irregular unit's Control unit is wiped out or becomes combat ineffective, its Morale automatically suffers a -1 die shift. It is treated as a leaderless Irregular unit until it a leader joins it or a Regular unit takes it under control by spending an entire turn in unit cohesion with it.

Leaderless Irregular Units

If an Irregular unit has no leader attached and is not in both supervision range and LOS of its Control unit, it must make an Activation Check in order to take any form of independent action. The unit must roll a 4+ on its Troop Quality die in order to be activated or React in the turn.

IRREGULAR ACTIVATION TEST

Without Leader or out of Supervision Range: 4+ on Troop Quality Die

With Leader or in Supervision range & LOS of Control Unit: No Roll Required

Irregular units with leaders attached and/or in both supervision range and LOS of their Control unit can automatically Activate or React and do not need to make this check.

Irregular Unit Reactions

Irregular units may only React once per turn. They may only move or fire once per turn. They may not be placed on Overwatch. Irregular units who React to a Regular unit may not be activated in the End Phase.

Irregular Morale

Irregular Morale Checks are performed in the same manner as Morale Checks for regular units, but the events that trigger them are slightly different, as are the effects.

Irregular Morale Checks

Irregulars take Morale Checks as described in the text box below.

IRREGULAR UNIT MORALE CHECKPOINTS

Each time an Irregular unit without a leader is fired upon

Each time an Irregular unit takes casualties

Each time an air strike or Regular artillery mission hits within 6"

Each time the Irregular Unit's Control Unit is more than 4" distant or out of LOS.

Irregular Morale Effects

Irregulars will respond in one of two ways to Morale Checks. They will either ***Stand*** (and possibly ***Shrink***) or be ***Shaken.***

Stand Result: If an Irregular unit makes a Morale Check and the number of Successes (4+) is greater than the number of Failures, the unit's morale holds, but they may still ***Shrink***.

Shrink Result: Some Irregular units are subject to "shrinkage." Members of such units may desert if the situation becomes too intense for them. Scenarios indicate whether or not Irregular units are subject to shrinkage. As a general rule, insurgent units, dragooned militia, and other conscripts are likely to shrink.

Irregular units that are forced to take a Morale Check may Shrink, even if they pass the check. This represents the tendency for less motivated members of an Irregular unit to show the better part of valor when the fighting really starts.

Any time an Irregular unit makes a Morale Check, any figures in the unit that roll a "1" on their Morale Die are removed from play. Irregular Special Weapons figures are always the last to be removed due to "shrinkage."

Irregular leaders are never removed in this manner. They are too devoted to the cause to "shrink" from combat.

Shaken Result: Irregular units that fail a Morale Check (i.e., they roll more Failures than Successes on their Morale Check) are Shaken. The Morale level of a Shaken unit is reduced by 1 level (i.e., a unit with a Morale Die of D10 that becomes shaken has its Morale Die reduced to D8). Units whose Morale Die is reduced below D6 have broken and are removed from play.

Shaken units must move to cover if they have any movement left. They may not move towards the enemy while seeking cover.

Shaken units must spend the duration of the next turn recovering their will to fight. Any movement they make must be away from the enemy and they may not engage enemy units with fire or close combat attacks.

Hopped Up Units

Just as some regular forces utilize combat drugs, many irregular units fortify themselves with various drugs before entering combat, generally home-brewed stimulants.

In game terms, there are two types of stimulants: mild and strong.

Mild stimulants boost a unit's aggression and sense of confidence.

In game terms, irregular units under the influence of mild stimulants may attempt to interrupt even if they have no leader attached and are not subject to "shrinkage" due to morale checks. Mild stimulants do not have a significant combat effect on regular units.

Strong stimulants have all the effects of mild stimulants and also instill a sense of invulnerability and blunt the effects of shock and trauma.

In game terms, irregular units under the influence of strong stimulants may attempt to interrupt even if they have no leader attached and are not subject to "shrinkage" due to morale checks. All units under the influence of strong stimulants throw an extra Defense die to represent their ability to shrug off all but the most grievous of injuries, but lose a Firepower die due to their wild and undisciplined fire.

Units under the influence of stimulants are identified in scenario briefs or the insurgent reinforcement table.

Playing an Asymmetric Engagement

Asymmetric engagements are played in the same way as normal games with a few key exceptions:

Initiative

The regular force *always* has the initiative in an Asymmetric Engagement. Initiative checks are not required.

Insurgency Level

Asymmetric Engagements have an associated Insurgency Level. The Insurgency Level is an indication of how strong a presence the insurgents have in the local area and helps determine the likelihood of insurgent reinforcements and civilian compliancy.

The Insurgency Level will range from 1 to 6, the higher the rating, the stronger the local insurgency.

Irregular Reinforcements

Asymmetrical Engagements generally involve an irregular force that is regularly reinforced, often via Hot Spots. Reinforcements may be automatic or may require a roll versus the scenario's Insurgency Level.

Insurgency Level and Reinforcements

When a scenario calls for an Insurgency Level test to determine if the irregular force receives reinforcement, the irregular player rolls a D6 and compares his score to the Insurgency Level. If the die roll is less than the Insurgency Level, reinforcements arrive. If it is higher, they do not.

Putting It All Together: Ambush at Bonaventure Crossing

Colony World: Glory

Area: Bonaventure Crossing, Foix Gap

Year: 2292

As the DPRG advanced deeper into the Foix Gap and neared the Republic of Arden's official border, they began to encounter more extensive settlements and denser concentrations of population. In these more developed areas, the local Ardenois population had more than a temporary farmstead to fight for and, thanks to the efforts of the Citizen's Militia (CM), more to fight *with*.

This weather change first evidenced itself at Bonaventure Crossing, a small road hub a few kilometers east of the town of Bonaventure, when a DPRG recon element was ambushed and mauled by a CM "Brigade" commanded by "Captain" Vallin. Vallin, a scion of the Vallin family which had spearheaded the Arden expansion into the Gap, would become a national hero for the Republic of Arden and a "Supreme Enemy" for the DPRG.

Scenario Information

Duration of Game: 6 Turns
Initiative: N/A
Special Conditions: Citizen's Militia Troops are Irregulars. This is an Asymmetric Engagement
Fog of War: Generated by Reaction Tests
Table Size: 2' x 2'

- The stricken APC is depicted in the crossroads.
- **CS:** CM Command Squad
- **C1 – C4:** CM Squads
- **1-5:** CM Hotspots
- **CCP:** DPRG Casualty Collection Point
- **Xs:** Buildings to be used as DPRG strongpoints

DPRG Mission

After driving unopposed through several roadside hamlets, DPRG recon elements became careless and overconfident. They paid the price for their inattentiveness at Bonaventura Crossing where the Bonaventure Brigade of the Citizen's Militia sprung a classic mine initiated ambush. As the first of two DPRG APCs entered Bonaventure it was struck by a command detonated mine that immediately took it out of action and left all of its occupants dead or injured. Before the last echo of the blast had faded both DPRG vehicles were taken under intense fire.

The DPRG squad based out of the second APC must secure the wounded from the stricken vehicle and "sanitize" it to prevent sensitive data and electronics from falling into the hands of the CM. Once this is accomplished, they need to disengage and await reinforcements to clean out this viper's nest!

DPRG Victory Points

- Second APC still mobile and capable of fire by end of turn 6: 4pts.
- Wounded transported to Casualty Collection Point (CCP) by turn 4: 3pts.
- Per Destroyed APC "sanitized": 3 pts.
- All DPRG troops withdrawn to strongpoint by end of turn 6: 3pts.
- At least 6 DPRG soldiers/officers are not Seriously Wounded/KIA by end of turn 6: 3pts.

DPRG Forces

DPRG Basic Attributes
Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No.
Body Armor: Hard Armor, 2D
Troop Quality/Morale: D8/D8

DPRG Squad 1
1 x Type 88 APC
DPRG Fireteam 2A
1x Squad Leader w/ACR
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

DPRG Fireteam 2B
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

DPRG Fireteam 2C
1 x FTL w/ACR
1 x Gunner w/Advanced SAW (TL3, Lt. AP:1)
1 x Grenadier w/Launcher (TL3, Med. AP:2/AT:2(L)
1 x Rifleman w/ACR

Type 88 "Shouting Dragon" APC
Class: Medium
Vehicle Type: Tracked
Basic TL: 2
Weapon TL: 3
Armor TL: 2
Sensor TL: 1
Front Armor: 3D10
Side Armor: 2D10
Rear Armor: 2D8
Deck Armor: 1D6
Main Gun: Dual 10mm Rapid Pulse Fusion Gun (Med. AP:4/AT:2 (L)
Crew/Passengers: 3/13
Attributes & Notes: *Amphibious; TL2 Detonation Field*
Description: The Type 88 is a cheaper version of the Brazilian "Leão I" tracked IFV. In place of the Leão I's advanced composite armor, the Type 88 utilizes a basic composite armor that has the advantage being manufactured locally by the DPRG. The APC's sensor suite is also a local product and is quite rudimentary in capability. The very fine twin "Carabina" pulse fusion guns make up for some of the vehicle's other shortcomings.

Citizen's Militia Mission

Shortly after the first battle at Vallin's farm, the Republic of Arden mobilized its Citizen Militia Brigades in the Foix Gap and issued orders to Brigade Captains directing them to slow the DPRG advance through guerrilla actions while



limiting the loss of RA life as much as possible. Captain Vallin of the Bonaventure Brigade saw the small cluster of shops and fueling stations centered on the road crossing a few kilometers east of Bonaventure as an ideal way to bloody the DPRG's nose without risking many civilian lives. The core of his Brigade evacuated the population of Bonaventure Crossing and began setting up a mine initiated ambush while awaiting the arrival of other Brigade volunteer squads. These squads would filter into the fight over the course of the battle.

Vallin's directions to his men were simple and to the point: "Stop the approaching DPRG force and savage it. If possible, capture DPRG soldiers and seize items of intel value. Withdraw and disperse before DPRG reinforcements arrive."

CM Victory Points

- If functional APC is destroyed*: 5pts
- Per APC ransacked: 5pts
- Per DPRG soldier seriously wounded/KIA: 1pt
- Per DPRG soldier captured: 2pts
- DPRG force wiped out (all casualties) by end of Turn 6: VICTORY!

**An APC is considered "lost" or "destroyed" if it is immobilized, all crew are casualties, or if it receives a Vehicle Kill, Brewed Up, or Catastrophic Kill result.*

CM Forces (Irregulars)

CM Basic Attributes

Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No.
Body Armor: N/A
Troop Quality/Morale: D6/D10

Brigade Command Squad
1 x Captain C. Vallin w/FAMAS CR
1 x Gunner w/MPRPG (TL2, Med. AP:2/AT:2(M)
1 x Gunner w/LMSAW (TL2, Lt. AP:1)
2 x Riflemen w/FAMAS CR

Squad 1
1 x Squad Leader w/FAMAS CR
1 x Gunner w/LMSAW (TL2, Lt. AP:1)
3 x Riflemen w/FAMAS CR

Squad 2
1 x Squad Leader w/FAMAS CR
4 x Riflemen w/FAMAS CR

Squad 3
1 x Squad Leader w/FAMAS CR
1 x Gunner w/MPRPG (TL2, Med. AP:2/AT:2(M)
3 x Riflemen w/FAMAS CR

Squad 4
1 x Squad Leader w/FAMAS CR
1 x Gunner w/LMSAW (TL2, Lt. AP:1)
3 x Riflemen w/FAMAS CR

Special Rules

Sanitizing an APC

A DPRG unit must spend an entire turn sanitizing an APC. They may not move or fire during that turn. Make a TQ test at the end of the turn – a success indicates that nothing of tactical or intel value has survived and the vehicle is "clean."

Ransacking an APC

To ransack an APC, a CM unit must spend an entire turn searching the vehicle. They may not move or fire during that turn. At the end of the turn, the vehicle is considered "ransacked" for the purposes of victory points. A single APC can only be ransacked once per game.

Local Insurgency

CM units can utilize ***Out of Combat*** Movement and ***Ambush*** rules.

Reinforcements

CM volunteer squads will converge on the area during the course of the battle. Roll 2D6 on the table below at the beginning of each turn after the first to determine what reinforcements arrive:

Roll 1D6 to determine at which ***Hot Spot*** each CM reinforcement unit will arrive. On a roll of "6," the CM player may designate which Hot Spot a unit uses.

Die Roll (2D6)	Reinforcements Received
2	1D6 w/FAMAS CRs
3	1D3 w/FAMAS CRs; 1 w/LMSAW
4	1D6 w/FAMAS CRs + ROLL AGAIN
5	1D3 w/FAMAS CRs; 1 w/MPRPG
6	2 w/FAMAS CRs; 1 w/MPRPG
7	1D6+2 w/FAMAS CRs; 1 w/MPRPG
8	1D6 w/FAMAS CRs + ROLL AGAIN
9	1D6 w/FAMAS CRs; 1 w/LMSAW; 1 Leader w/FAMAS CR
10	1D6 w/FAMAS CRs; 1 w/MPRPG; 1 Leader w/FAMAS CR
11	1D6 w/FAMAS CRs; 1 w/MAG90 GPMG (TL2, Med. AP:2)
12	2D6 w/FAMAS CRs; 1 Leader w/FAMAS CR +ROLL AGAIN

Securing Wounded from Stricken APC

There are an unspecified number of seriously wounded soldiers in the disabled APC. To secure them, a DPRG *or* CM unit must spend a turn in contact with the APC. They cannot move or fire during that turn. A single unit cannot secure wounded and ransack/sanitize an APC in the same turn, although two units may separately secure the wounded and sanitize a vehicle simultaneously. A unit that has secured wounded from the stricken APC is considered to have ***Dependents***.

[Grav-Belt Drop]



TOMORROW'S CAMPAIGN

Sometimes you want to know what happens to your units *tomorrow* in a *Tomorrow's War* game. You see that squad of plucky recon marines make it through a scenario untouched and you wonder what will happen to them next – and what lessons did they learn today? Well, fulfilling that curiosity is what these campaign rules are all about.

If you're interested in playing a series of games as chapters in an ongoing story so that you can watch units or even individual soldiers become more adept at combat (or lose the will to fight after repeated drubbings), you're going to want to play a campaign game. Campaign games allow players to track the progress, for good or ill, of their units and watch them become grizzled veterans or lose their edge as casualties are replaced with raw recruits. You'll be able to see your leaders gain confidence or, alternately, transform into the kind of dangerous fools that are usually more danger to their own men than the enemy.

Campaign games are a great way to spin up scenarios and work them into a cohesive story-line. You'll find yourself getting attached to particular units and figures and suddenly you might not be so sanguine about sending them to their make-believe death. If you've never played a campaign game, you should really give it a try. Nothing generates more good gaming stories than a decent campaign!

GET TO KNOW YOUR AO

The "Area of Operations" in which your *Tomorrow's War* campaign takes place will determine the nature of the campaign itself, influencing everything from the types of scenarios played to the variety of forces available to both players. So, before embarking on a campaign, you must make a few decisions:

What Type of Campaign Are We Playing?

There are two types of *Tomorrow's War* campaign: Campaign Packs and Free-Form Campaigns.

Campaign Packs feature pre-designed scenarios that, played together, follow a set narrative plotline. Campaign Packs may either be published packs or they may be prepared by one or both players in advance of the campaign. Campaign Packs are generally three to twelve scenarios in length.

Free-Form Campaigns are simply a selection of random scenarios strung together to represent part of some unit's tour of duty. A Free-Form campaign is composed of randomly generated scenarios, scenarios designed by the players, or appropriate pre-published scenarios selected by one or both of the players.

If players wish to determine a *winner* in a Free-Form campaign, they should agree on a turn length ranging from three to twelve turns, with each turn representing a game of *Tomorrow's War*. If desired, however, a Free-Form campaign can continue indefinitely without ever determining a "winner." Sometimes campaigning is a journey, not a destination.

What's the Campaign Setting?

Players should establish in advance what the nature of the campaign setting will be. Will they be using a pre-published Campaign Pack or will they be playing a Free-Form campaign set on Mars? Or in the fertile Archenault valley on Glory?

Players should agree in advance about what forces are available in the setting, including what types of vehicles, artillery, aircraft, and so forth are available. Players should also determine at this time the starting Supply Quality and Confidence Levels of their forces.

What's the Campaign Duration?

This is obvious for a Campaign Pack – the campaign is as long as the pack says it is. If playing a Free-Form campaign, the players will have to agree on a campaign length.

Normally, campaigns may be three to twelve turns in length. Longer campaigns are perfectly acceptable as long as both players agree to a length.

A Free-Form campaign may also be declared to be "open ended," meaning that it ends when both players agree it ends – if ever.

What force am I playing?

Campaign Packs will dictate the forces available and each player must choose which force he's playing.

In a Free-Form campaign, the players can play whatever combative forces are available in the setting they've selected.

What level of force am I playing?

We suggest that campaigns follow the progress of a platoon, with each player taking the role of a platoon leader.

In a *Tomorrow's War* campaign focusing on combat against an insurgency, only the "regular" player will be in charge of a specified unit – again, we suggest a platoon. The "irregular" player will be in charge of the entire insurgent force in the area. See ***Developing the Insurgency.***

Is this a co-op campaign?

Most campaigns are "head-to-head" affairs with two players contending against one another, but campaigns in which both players are on the same side are also possible.

If you're playing a co-op campaign, we suggest that each player be given their own unit(s) to control and that, wherever possible, all players have units represented in each scenario. When this isn't possible, we suggest that the "odd man out" assist with running the opposition force!

Defining Your Force

Your Platoon

As mentioned above, we suggest that campaigns follow the exploits of a single platoon. The size and composition of that platoon will vary according to the nature of the force it belongs to and the theatre it is deployed in.

Irregular forces are not defined at all, but their starting assets are, as explained later.

Starting Ratings

We suggest your platoon begin with the following ratings:

Troop Quality & Morale: We suggest that platoons begin their first campaign with a Troop Quality of Trained and a Morale of D10. You may decide to raise or lower these values, however, as long as both players agree with the alteration.

Confidence Level: We suggest your platoon begin with a Confidence level of *Confident.*

Supply Quality Level: We suggest that your platoon begin with a Normal Supply Quality Level unless the force it belongs to generally has a higher or lower rating. In such a case, apply the force's normal Supply Quality Level.

Leadership: We suggest that your Platoon Leader and Platoon Sergeant (or equivalent) should begin the campaign with a +1 Positive Leadership value.

If you want to make things a little more interesting, roll a D6 for each leader in your platoon down to the Squad Leader level. On a roll of 6, consult the Leadership Rating Table to determine leader's leadership rating.



Platoon Attached Assets

Determine what assets your platoon has, based on its type. These should be assets that are more or less homogenous to the platoon or are directly attached to it – available assets from "higher up" are discussed in ***Available Assets***.

Does it have APCs for transport? Helos? Or is it a straight "leg" platoon? Does it have a TAC assigned? A robotic medic? SAGPs? Decide all this before the campaign begins and note it on your Platoon Record Sheet.

Available Assets

Players should decide in advance what assets their platoons are likely to have available to them from "higher up," such as company or battalion assets. This doesn't limit the assets that a platoon might randomly receive during a mission due to a Fog of War card draw, but it does limit what assets the unit can specifically request from higher up during a scenario. See **Calling Big Brother**.

Platoons will rarely have higher level assets assigned to them other than on-call mortars, CASEVAC, "loaner"

transport, etc. They may occasionally be "teamed" with tanks or LAVs. Thought should also be given to what units a platoon might reach out to for help – are there Special Forces operating in the area? Friendly Irregulars?

These "available assets" will come in handy during scenarios, when their assistance can be called for to help secure key victory conditions – albeit by sacrificing some victory points to do so!

THE CAMPAIGN TURN SEQUENCE

Pre-Action Sequence

1. Receive Mission and Objectives
2. Determine Plan and Issue Orders
3. Reconnoiter
4. Initiate Plan
5. Execute Operation

Execute Operation – Play the game!

After Action Sequence

1. Operation Assessment
2. Casualty Status and Recovery
3. Campaign Victory Points
4. Combat Development
5. Replacements

Pre-Action Sequence

Step 1 Receive Mission and Objectives

Each Campaign Turn consists of a scenario. The scenario may be part of a campaign pack or it may be randomly determined.

If playing through a campaign pack, the scenarios will be played in the order presented in the pack. Some campaign packs may indicate that random missions may occur between scenarios – use the Random Scenario Generator to determine the nature of those missions.

If playing a Free Form Campaign, the scenario for each Campaign Turn will be determined using the Mission Generator.

Tomorrow's War scenarios involving "regular" forces on both sides require *both* players to roll for a mission and each side must complete its own mission objectives to earn victory points.

Scenarios involving Regular vs. Irregular forces only require the *regular* player to determine a Mission. The Irregulars have victory conditions that apply to all scenarios and may earn bonus points for objectives that the regulars fail to meet.

Step 2: Determine Plan and Issue Orders

Based on the missions they are assigned (or the dictates of the scenario being played from a campaign pack) players select which of their units to commit to action.

At minimum, each player should deploy two squads (roughly four to six fireteams each). Additional assets may also be assigned from the force's ***Available Assets*** with the appropriate expenditure of ***Operational Momentum Points***.

Operational Momentum Points

Each force is assigned 2D6 Operational Momentum Points at this time (some scenarios may indicate that this roll should be modified in some way to represent the relative importance of an operation).

These points represent the operational momentum that each force has accumulated prior to the actual operation.

Irregular troops do *not* receive Operational Momentum Points.

Operational Momentum Points may be kept and converted to Victory Points at the end of the game, or they may be spent now (and during the course of the game) to purchase additional assets from the force's pre-determined pool of ***Available Assets***.

Examples for the costs of Available Assets are given in the Available Asset Cost table. Players should use these costs as a guideline to price out their own assets. The cost of all assets should be determined prior to the beginning of the campaign.

Note that the price of available assets may differ from scenario to scenario in our published campaign packs. This is to represent the variable value of such assets based on the mission at hand. It is suggested that players take the same approach when pricing out their own available assets, although this will require quite a bit of trust and cooperation between the players involved.

MISSION GENERATOR

Roll 1D6

1 – Breaking Contact
Your force must deploy within 3" of the table center line. You are withdrawing under pressure or have been ordered to withdraw in the face of enemy forces while slowing them without taking unacceptable casualties. ***Your objective is achieved by exiting at least half your force off your base edge by the end of turn four.***

2 – Blocking Positions
You have been ordered to take up blocking positions in support of a battalion assault on a hostile settlement. Your task is to secure the battalion flank and sweep up any leakers from the settlement. You will hold your position until ordered to RTB. You must deploy within 6" of your table edge. ***You have secured your objective when you start the turn within 3" of an objective marker on the other half of the table with no enemy within 5". You must hold it until the end of the game.***

3 – Over Run
Another Company has stumbled on to a small bunker complex. You are to roll it up from the right flank and continue the assault to the enemy's rear in order to block his escape and prevent reinforcement. You may deploy your force within 6" of your base edge. ***Your objective is to exit at least half your force over the enemy's base edge by the end of the game.***

4 – Snatch and Grab
You have been ordered to assault a location that reliable sources have identified as an enemy command center. Neutralize it and bring back the most senior officer and any intel you can lay hands on! ***You must contact (move within 3" of) one of the objectives on your opponent's half of the board and then return at least one unit off your table edge by the end of the game.***

5 – Sweep and Clear
Ground and air patrols have been encountering sporadic fire from the vicinity of a settlement. You are to conduct a sweep and clear operation in the area. Deploy 5" from your table edge and ***advance past the centerline by the end of Turn 4. Do not allow any enemy units to exit the board.***

6 – Consolidate! Hold What You Have!
You have the enemy on the run, but the boys at Battalion are afraid you're walking into a prepared counter-attack. Fall back to defensive positions and prepare to hold on to the ground you've taken! Your force must start within 3" of the table centre line. ***Success is achieved by holding both objectives in your half of the board at game's end.***

Do NOT reveal your mission to the other player. Make a note of it on a slip of paper and keep it in your pocket to reveal at the game's end.

Step 3: Reconnoiter

Scenery, objectives, and Hot Spots are set up during this phase and the table edge for each player is determined.

Setting Up Terrain
The area of terrain the board represents will be dependent on what theatre of operations in which the campaign is set.

If you're playing a published scenario from a Campaign Pack, this bit is easy; just set everything up the way the scenario dictates!

The suggested amount of terrain on the table top is around 9-11items and should include plenty of LOS blocking features and hard cover, all spread out fairly evenly over the table. Care should be taken to ensure that it is always possible to make a Rapid move to the next piece of "forward cover" and normally possible to make a Tactical move to the nearest piece of cover.

Setting Up Objectives
One piece of scenery in each quadrant of the table is designated as an Objective. Players take turns designating

AVAILABLE ASSET COSTS

Asset	Operational Momentum Points Expended
Sniper Team	2
On Call Light Mortars	2
Fireteam from Own Platoon	2
Squad from Own Platoon	5
Soft-Skin Transport	3
Transport IFV/APC	6
SpecOps Fireteam	3
SpecOps Squad	6
Transport Helo	6
Powered Armored Fireteam	6
Tank	8
VTOL Gunship	8
Artillery	8
Fixed Air Support	8
Gunship Air Support	10
IF Fighter Strike	12

what piece of terrain is an Objective, dicing off with the highest Troop Quality die associated with a unit in the force they are deploying during this game. High die goes first.

Setting Up Hot Spots

If the game involves insurgents or Irregular forces, place all Hotspots now, following the normal rules for their placement.

Determine Player's Board Edges

Dice off again using the highest Troop Quality die associated with a unit in the force they are deploying during this game. High die picks his board edge. The opposite board edge is assigned to the other player.

Step 4: Initiate Plan

The normal forces used to play are two squads (or sections) and maybe a Lt and a medic (we play on a D6 roll of a 4+ the player is allowed to choose one, on a 6 they get both). This will give 4 "units" for most nations. It is up to the players to choose if they each draw a Fog of War card before play begins. We usually do, but be warned it can occasionally have a disproportionate effect on the game. Fog of War cards are obtained as normal during the game.

Set up your units according to the mission you're playing (or according to the dictates of the scenario, if it's from a Campaign Pack). Dice off as described earlier to determine who sets their units up first.

Execute Operation

In other words: ***Play the game!***

Fog of War

In a published scenario, draw a Fog of War card or not, as directed by the scenario. If this is a random mission, each player may choose whether or not to draw a Fog of War card in the first turn. Fog of War cards are generated as described by the core rules during the course of play.

Spending Operational Momentum Points

At the beginning of any turn and prior to determining Initiative, either (or both) players may spend Operational Momentum Points to purchase additional assets from their Available Assets pool. These assets will appear at the purchasing player's table edge and may be activated as normal once play for the turn begins.

Note that a force *and* its transport must be purchased separately, even if transport is Normally Supplied for the unit being purchased.

The cost to bring on additional assets is subtracted from the force's Operational Momentum Points. Since any of these points left unspent at the end of the game are added to the force's Victory Points, a force is basically gambling that an additional asset will gain them more Victory Points than they cost.

Initiative

If this is an engagement between regular forces, Initiative is determined normally unless dictated by the scenario.

End of Game

Games last for 5 - 8 turns.

At the end of Turn 5, the player with Initiative rolls a D6: On a 4+ the game continues as normal, a roll of less than

4 indicates the game is over. At the end of Turn 6, make the same check on a D8, and then on a D10 at the end of Turn 7.

Play automatically ends at the end of Turn 8 and the After Action sequence begins.

After Action Sequence

This half of the Campaign Turn determines what affect the game just finished has on the forces involved.

Step1: Operation Assessment

In this phase, each force's Victory Points will be totaled and the Victor and Margin of Victory will be determined.

Victory Points

Add up Victory Points at the game's end to determine the winner.

In a scenario from a published Campaign Pack, use the Victory Points provided by the scenario plus any remaining Operational Momentum points to determine a force's total Victory Points.

In a Free-Form Campaign (or if a random mission is being used in a Campaign Pack campaign), use the Victory Points below to determine each side's Victory Point total.

Typical Victory Points for Regular Forces

- For Each Objective Achieved: +15pts
- For Each WIA: -1pt (-2 if Casualty is an Officer)
- For Each KIA: -2pts (-3 if Casualty is an Officer)
- For Each POW: -3pts (-4 if Casualty is an Officer)
- For Every Enemy AFV Disabled: +3pts
- For Every Enemy AFV Destroyed: +5pts
- For Each Civilian Mob Peacefully Dispersed: +5pts
- Plus Any Remaining Operational Momentum Points

Typical Victory Points for Irregular Forces (Insurgents)

Insurgents receive the following Victory Points in a Free-Form Campaign, regardless of the Mission the Regular player drew:

- For Each Insurgent Leader Killed: -1pt
- For Each Regular Vehicle Disabled: +5pts
- For Each Regular Vehicle Destroyed: +7pts
- For Each Civilian Casualty: +5pts
- For Each Civilian Mob Converted to Insurgents or Influenced: +3pts
- For Each Objective the Regular Player Fails to Achieve: +15pts

Determining the Victor

To determine the winner of the game, compare the difference between the two Victory Point totals.

If the totals are equal, the engagement is considered an inconclusive **Draw**.

If one side has:

- More Victory Points than its opponent, but less than twice as many: **Marginal Victory**.
- Twice as many Victory Points as its opponent: **Victory.**
- Thrice as many Victory Points as its opponent: **Decisive Victory.**

Step 2: Casualty Status and Recovery

Once an operation is complete, the fate of Regular casualties must be determined. This step does not apply to Irregular forces.

There are seven categories of casualties:

Deceased: The soldier subsequently dies of wounds received in action. Add one die to your Replacement Pool.

Duty Status - Whereabouts Unknown: Roll again on the Straggler table after the next scenario.

Missing: Roll 2 Troop Quality dice on the Straggler table below.

Very Serious Injury: The soldier sustained injuries that permanently remove him from the campaign. Add one die to your Replacement Pool.

Serious Injury: The soldier requires additional medical treatment before returning to duty. Add one die to your Replacement Pool.

Incapacitating Injury: The soldier is recuperating. Add one die to your Returned to Duty Pool.

Not Seriously Injured: The soldier rejoins his unit immediately.

While KIAs from the battlefield are easy to recognize, other casualties may appear to be more or less seriously injured than they actually are until treated by actual physicians in a medical facility.

To determine what category a figure that has suffered a Serious Wound during play falls into, find the category

below that best describes the casualty's treatment during the game or condition at the end of the game and roll on the table associated with it:

Evacuated Casualties

If the casualty was evacuated off the table before the end of the scenario, roll 2 Troop Quality dice (added together) on the following table. Note that "evacuated" includes CASEVAC as well as simply moving off the table with a friendly unit.

EVACUATED CASUALTIES

Die Roll Total	Casualty Status
2	Deceased – Add 1D to Replacement Pool
3	Very Serious Injury – Add 1D to Replacement Pool
4-5	Serious Injury – Add 1D to your Replacement Pool
6-7	Incapacitating Injury - Add 1D to your Return to Duty Pool
8+	Not Seriously Injured – Rejoin unit immediately

Accompanied Casualties

If a casualty is still on the table at the end of the scenario and is accompanied by friendly combatants, roll 2 Troop Quality dice (added together) on the following table. Note "accompanied" includes having any friendly combat troops within 2".

ACCOMPANIED CASUALTIES

Die Roll Total	Casualty Status
2	Deceased.
3-4	Very Serious Injury.
5-6	Serious Injury.
7-9	Incapacitating Injury.
10+	Not Seriously Injured.

Stragglers

If a casualty is still on the table at the end of the scenario and is unaccompanied by friendly combatants roll 2 Troop Quality dice on the following table.

STRAGGLERS

Die Roll Total	Casualty Status
2-3	Duty Status – Whereabouts Unknown*
4-6	Captured.
7-9	Recovered, roll on the Escorted table above.
10+	Recovered, roll on the Evacuated table above.

**Roll for casualty's status on this table again after the next scenario.*

Captured

Casualties who are captured become POWs. Each POW a Force loses subtracts 5 points from its Campaign Victory Points for the Campaign Turn.

If players desire, they may create a scenario revolving around a mission to rescue their POWs, but in general, once a casualty becomes a POW, it is lost to its force forever.

Step 3: Campaign Victory Points

Once the Victory Points for both sides have been determined and any points subtracted for POWs, record the scores for each force as their Campaign Victory Points for the Campaign Turn.

Step 4: Combat Team Development

As teams of men face combat together, they become increasingly close knit and develop a group dynamic that, hopefully, increases their chances of surviving and prevailing in their next engagement. The following rules reflect this evolution of successful combat teams. By contrast, teams that fare poorly in combat are unlikely to form into well-honed fighting units

Eligibility for Team Development

Combat is the furnace that forges units into what they will become, for good or for ill, so only units who find themselves in the thick of it will have the opportunity to roll on the Campaign Development chart.

A team is considered to be eligible for advancement if it meets each of the following requirements during the scenario:

The team successfully engaged at least one hostile unit and inflicted at least one casualty to a hostile unit during the game.

The team was engaged by at least one hostile unit and no member was killed or captured *during* the scenario. Later fatalities that may occur as the result post game casualty evaluation do not count against this restriction. On a related point, units that abandon their casualties are not eligible for advancement.

Each Regular team that meets both criteria may roll one D10 on the Unit Development chart (note that Insurgent or Irregular units do not use this chart, nor are they governed by these rules – see ***Developing the Insurgency*** for the rules covering their advancement). The result of the die roll indicates whether the unit's participation in this Campaign Turn has caused it to suffer from Combat Stress, remain unchanged, or gain a rank in one of the five unit development areas.

Only members of the platoon itself are eligible for combat advancement. Attached or available assets are not eligible for advancement.

UNIT DEVELOPMENT CHART

Roll 1D10:

Die Roll	Result
1	Combat Fatigue. The team suffers a temporary negative effect.
2-5	No development
6	Firepower development
7	Defense development
8	Reaction development
9	Special development
10	Leadership development

Combat Fatigue

Much in the same way it influences how a unit will cope with extreme physical demands, a unit's training and experience will often dictate how well it reacts to the intense psychological stress of combat. The immediate effects of combat stress are covered in the core rules, but combat stress can also have more insidious, long term effects if a unit is not given sufficient time to rest and recuperate before being thrust back into the cauldron of combat. These rules deal with those long-term effects, often referred to as ***combat fatigue***.

Units suffering from combat fatigue, as indicated by their die roll on the Unit Development Chart, are likely to suffer a drop in combat efficiency. They may be slower to react or indecisive when faced with tactical decisions. They may begin to ignore basic combat discipline to the detriment of their own survival and the safety of others who depend on them.

To determine what effect, if any, combat fatigue has had on a unit, roll 2 Troop Quality dice and compare their total on the Combat Fatigue table.

Continuous Combat

Once a team begins to suffer from combat fatigue, their effectiveness will continue to degrade until they have an opportunity to recuperate. If a fatigued unit doesn't sit out the next Campaign Turn, it must roll again on the Combat Fatigue chart, regardless of what was rolled on the Unit Development chart. All combat fatigue results are applied cumulatively.

Recuperation

A chance to rest and get adequate food and shelter is an important part of recovering from combat fatigue. For the purposes of the campaign, a team automatically recuperates from all their combat stress simply by not being assigned to a mission during the Issue Orders phase of a Campaign Turn.

Unit Development Areas

The first time a team rolls a Firepower, Defense, or Reaction development, they gain the Rank 1 advancement in that development category. If they roll the same development following a subsequent scenario, they gain Rank 2, and so forth up to Rank 3.



[Squad Assault Weapon]

COMBAT FATIGUE

Die Roll Total	Combat Fatigue Effect
2-3	**Degraded Defense**. Until the team recuperates, one of their Defense dice degrades one die type. For example, if a team would roll 5D8 for Defense, they will roll 4D8 and 1D6 instead.
4-5	**Degraded Firepower**. Until the team recuperates, one of their Firepower dice degrades die type. For example, if a team would roll 6D8 for Firepower, they will roll 5D8 and 1D6 instead.
6-7	**Degraded Morale.** Until the team recuperates, their Morale Die degrades by one die type. For example, a D10 Morale unit becomes a D8 Morale unit. Units reduced below D6 Morale become combat ineffective and may not be fielded until they recuperate.
8-9	**Degraded Reactions.** Until the team recuperates, their Troop Quality level degrades one level when making Reaction rolls. For example, a D8 Troop Quality unit would throw a D6 when making a Reaction roll. Units may not have their Troop Quality reduced below D6 for purposes of Reaction checks.
10-11	**Loss of Edge.** Until the team recuperates, they gain no benefit from any previous Unit Development ranks.
12+	**Fatigued.** Although suffering from combat stress, the team's combat effectiveness is not impacted at this time. Raise the unit's combat stress level by 1 in all future scenarios until the unit recuperates.

The five Development Areas and the effects of each of their ranks are described below.

Firepower Development

Rank 1: Once per game, immediately after the team rolls to engage a hostile, the player may choose to reroll one (and only one) of its lowest Firepower dice.

Rank 2: The unit adds +2 inches to their Optimum Range.

Rank 3: The unit is upgraded one Quality Die level when engaging a hostile with Firepower or Close Assault attacks.

Defense Development

Rank 1: Once per game, immediately after the unit is engaged by a hostile, the player may choose to reroll one (only one) of its lowest Defense dice.

Rank 2: Once per game, at the start of the turn, the unit may set up in "An Excellent Position" as per the Fog of War card of the same name.

Rank 3: This unit's defense is now upgraded by one Troop Quality die type, i.e., from D8 to D10.

Reaction Development

Rank 1: Once per game, immediately after the unit rolls a Reaction test, the player may choose to reroll their Reaction die.

Rank 2: Conditions which would normally adjust Reaction rolls negatively do not apply to this team.

Rank 3: This unit throws one Quality Die type higher than normal when making Reaction rolls, i.e., if the unit has a Troop Quality of D8, it would roll a D10 for all Reaction rolls.

Special Team Development
Roll 1D12:

1 - Advanced Overwatch: When on Overwatch, this team may "React" whenever a friendly team within LOS engages a hostile by combining half its FP with the friendly team's roll. All other normal rules apply. This "Reaction" qualifies as a Reaction for purposes of Firepower reduction.

2 - Get Some!: If this unit wins the Reaction roll against a hostile, it may choose to reduce its own Defense dice by 1 to add 1 die to Firepower for the round of fire.

3 – Cover Fire!: If this unit wins the Reaction roll against a hostile, it may choose to reduce its own Firepower dice by 1 to add 1 die to its Defense for the round of fire.

4 - Babysitters: The unit no longer suffers a -1 Firepower penalty when they have Dependents.

5 - Alley Dogs: The unit may immediately go "In Cover" after completing a Tactical Move.

6 – Fearsome: Insurgent Units "Shrink" on a 1 or 2 against this team. In addition, when this team launches a Close Assault the Defenders loses half their FP rather than just -1 dice, on their Defensive Fire.

7 – Cowboys: The unit may choose to engage one additional target when Splitting Fire.

8 - Shoot and Scoot: As long as this unit does not have Dependents or Casualties, they have the option to Fire and then Rapid move. They still suffer all the normal penalties for a Rapid Move, including -1 Firepower.

9 – Eyes on the Prize: Hostiles entering the game after the first turn may not be placed within 6" of this team.

10 – Bushmasters: The unit gets one free 3" move after all setup is complete, but before the actual start of the game.

11 - Hard: This team may reroll one result on the First Aid table once per game.

12 – Ace Point Man: This unit may identify a single figure as a ***Designated Point Man***. If the designated point man is killed, the unit loses this advantage. It is possible for a unit to have more than one Ace Point Man, but no additional advantage (other than having a spare) is accrued.

Leadership Development
Roll 1D6:

1 - Able and Willing: The unit may re-roll its first failed Morale test of the game.

2 - Plan B: The unit's player may draw one Fog of War card before the start of the game to hold. This card may be played at the start of any turn after the first.

3 - Misdirection: When a "6" is rolled to determine the Hot Spot for the placement of new Insurgent units, roll one D6. On a 4+, the Regular Player may pick the Hot Spot rather than the Insurgent Player.

4 - Master of Chaos: At the start of play, the player for this unit may look at the top two cards of the Fog of War deck and choose to place one or both back on top of the deck or at the bottom of the deck.

5 - Situational Awareness: This leader provides one "Command Die." This special die may be used at any time, once per game, to contribute an additional die to any one roll.

6 - Unfk Yourself:** Once per scenario, this leader's unit may roll a Troop Quality Check if his unit is suffering from Combat Fatigue. On a 4+ the effects of the Combat Fatigue is negated until the end of the scenario.

Step 5: Returned to Duty and Replacements

Once all advancement checks have been made, determine the status of your casualty figures by consulting your Unit Sheet.

Casualties fall into one of two categories: ***Returned to Duty*** or ***Replacements***.

Each casualty category indicates whether a wounded figure should be added to the Return to Duty or Replacement Pool on your unit status sheet. Rolling a die for each figure will determine whether figures are returned to their unit or are replaced with a stranger.

Roll for Casualties in Return to Duty Pool

Roll a unit Quality Die for each casualty figure in the Returned to Duty pool. On a 4+ they join their unit – update your Roster.

On a roll of less than 4, the casualty remains in the Returned to Duty pool.

Roll for Casualties in Replacement Pool

After rolling for troops in the Return to Duty Pool, roll one Quality Die for each casualty in the Replacement Pool. On a 4+ they are moved to the Return to Duty Pool and continue to recuperate - update your Return to Duty and Replacement pool.

On a roll of less than 4, the casualty is determined to be unfit for duty and your unit receives a replacement. Roll on the Replacement table to determine the quality of the replacement.

REPLACEMENT TABLE

Die Roll	Replacement Quality
1–2	Raw Recruit – D6 Troop Quality/D8 Morale
3–5	Trooper – D8 Troop Quality/D8 Morale
6	Lifer – D10 Troop Quality/D10 Morale

Replacements and Combat Development

Combat Developments reflect a team's hard won synergy in combat, their ability to work together without any extra effort or superfluous communication. When team members are lost and replacements are brought in, that synergy can change. Too many replacements, regardless of their quality, can reduce a unit's combat effectiveness until a new synergy is formed.

If half or more of a unit are replaced at once, it must make a Troop Quality test modified by -1 for each replacement assigned to it in this campaign turn. If the test is passed, the unit retains its combat advancements. If it fails, the unit loses any Combat Advancements it has received.

Example: *A fireteam of four soldiers takes it on the nose during a mission and receives two casualties. Both casualties are serious and are allocated to the Replacement Pool. When casualty recovery checks are made at the end of the next campaign turn, both the wounded soldiers roll less than a 4 and are sent home. Two replacements are assigned to the fireteam.*

Since the fireteam has received replacements equal to half its size in a single campaign turn, it must make a modified Troop Quality test to determine if it loses its Combat Advancements. The unit needs to roll a 4+ to retain its Combat Developments but receives a -1 to its die roll for each replacement it has received (-2 in this case). The unit rolls a 5, which would normally be a success, but the -2 modifier for two replacements reduces the roll to a 3, which is a failure. The unit loses its Combat Developments.

BUILDING THE INSURGENCY

Rather than follow the development of individual insurgent cells, which occasionally melt away and reform with entirely different members thanks to a combination of casualties and arrest, these rules focus on the local insurgency in general.

Insurgency Hierarchy

Most insurgencies share a vaguely defined hierarchy. At the top of the hierarchy are the True Believers who keep the resistance rolling. These are the insurgent's top commanders and their loyal, idealistic troops. They are classified as Tier 1 insurgents.

Tier 1 insurgents generally have a D8 to D10 Troop Quality and D10 to D12 Morale. They tend to be Confident to Highly Confident and have Normal Supply Quality Levels.

Next in the hierarchy are the "local insurgents." The local insurgency is usually comprised of resistance fighters who lead normal lives during the day, but take up arms to support the cause at night or when the Tier 1 insurgents put out the call. Local insurgents may also be drawn from the ranks of hired gunmen and criminals who ally themselves with the insurgency for security or political and financial gain.

Local Insurgents generally have a D6 Troop Quality and D8 to D10 Morale. They tend to have Low Confidence and Poor Supply.

Troop Quality, Morale, Confidence and Supply Quality for Tier 1 and local insurgent units are suggestions only. They may vary widely based on the insurgency in question. Scenarios and companion books will define these attributes if they differ from those described here.

Insurgency Development Rolls

As an insurgent force wins engagements against the enemy, its prestige and credibility grows. It attracts more support, either directly (in the form of new recruits and weapons) or indirectly (in the form of voluntary support from the local population).

Each time an insurgent force ends a scenario with a result of a draw or better, it may make a roll on the Building the Insurgency table.

Building the Insurgency

(Roll 1D10)

Die Roll	Result
1	Disillusionment
2–5	No Development
6	Improved Supplies
7	Improved Troops
8	Improved Tactics
9	Special development
10	Improved Leadership

Note that multiple rolls of a single improvement raise that improvement by one rank. For instance, if an Insurgent force rolled a 6 (Improved Supplies) after a victory and then rolled a 6 again after a subsequent victory, the force would receive Rank 2 Improved Supplies.

If a force has already reached Rank 3 in an improvement and rolls that improvement again, treat the roll as "No Development."

Disillusionment

Sometimes winning can be so bittersweet that the joy of a victory is lost in its aftermath. If the insurgent campaign force receives a "Disillusionment" result, Local Force Insurgent become subject to the **Shrink** rule described in the Morale rules for Insurgents.

Improved Supplies

Rank 1: The Insurgent force receives an influx of food, bullets, and medical supplies. Roll a D6 at the beginning subsequent games – on a roll of 4+, the Supply Quality of all Insurgent units is raised by one level.

Rank 2: Supplies pour into the Insurgent force in such quantity that it becomes possible to establish decent stockpiles. Permanently raise the Supply Quality of all Insurgent units to Average (although their Supply Quality may be lowered by Fog of War cards or scenario rules).

Rank 3: The Insurgent supply situation is well in hand. At the beginning of a game, roll 1D6 for each Insurgent unit deployed in the scenario – on a roll of 4+, their Supply Quality is raised to Abundant Supplies for the duration of the game.

Improved Troops

Rank 1: The Insurgent force's reputation has attracted some tougher, more ideologically motivated recruits. At the beginning each game, roll a D6 for each local insurgent unit deployed in the scenario – on roll of 4+, the unit has a Troop Quality of D8 and Morale of D10.

Rank 2: Enough hard cases and ideologues have flocked to the cause that the Troop Quality of all units is raised to D8 and their Morale to D10.

Rank 3: Roll 1D6 for each unit at the start of each game. On a 4+, the unit has a Troop Quality and Morale of D10.

Improved Tactics

Rank 1: Insurgent units have developed better field craft and are treated as Stealthy Units.

Rank 2: Insurgent units have honed their stealth skills to a fine edge. Units attempting to spot them receive a -1 to their die roll.



Opportunistic bandits operating on the road between the DPRG and the Kingdom of Glory (photo: Piers Brand, miniatures: Old Crow)



[Behind Enemy Lines]

Rank 3: Insurgent units have become so familiar with their enemy's tactics that they can usually predict their actions. All Insurgent units receive a +1 to their Reaction Test die rolls.

Special Development

Roll 1D6

Die Roll	Special Development
1	**Avengers:** This Insurgent force has a reputation for avenging any losses through merciless reprisals against the villages of those that stand in the way of the resistance. Opposing Irregular units are reluctant to engage this force and receive a -1 to all Reaction Test die rolls.
2	**Light of the Revolution:** This force shines with such a true and heartfelt devotion to the revolutionary cause that it can even inspire turn-coats to return to the fold. At the beginning of the game, any indigenous scouts or interpreters must make a Troop Quality Test. If they fail the test, they are removed from the table.
3	**Night Stalkers:** This force receives a +1 die shift to their Morale die type when fighting at night.
4	**Unpredictable:** Once per game at any time during a turn, this force can compel its opponent to draw a Fog of War card.
5	**Booby Trap Artists:** This force receives a +1 to its die rolls to determine how many Booby Trap cards it has for a game.
6	**Victory or Death:** This Insurgent force is so ideologically fanatical that its members will continue to fight on after receiving injuries that would normally prove disabling. When making casualty checks for this force, rolls of 5 or 6 result in the figure remaining in combat without ill effect.

Improved Leadership

Rank 1: Insurgent leadership has been invigorated by recent successes. Raise the Morale of all Insurgent leaders to D10.

Rank 2: Insurgent leaders in this force have developed a level of tactical flexibility that allows them to overcome some of the communications and command issues inherent to their force structure. Once per game the Insurgent force may add an additional die to any multi-die roll.

Rank 3: Insurgent leaders have tapped into the fighting spirit of their force and once per game they can deliver a motivating speech or battle-cry that raises the Morale of all insurgents on the table by one die type.

REGULAR PLATOON LOG

CAMPAIGN NAME: SETTING: No. Turns: Turn No.:

FORCE:

Troop Quality: Morale: Confidence: Supply Quality:

INTERNAL ASSETS:

AVAILABLE ASSETS:

UNIT ID	ROLE	NAME	RET. TO DUTY	REPLACE?	ADVANCEMENTS

VICTORY POINTS:

RETURN TO DUTY POOL:

REPLACEMENT POOL:

INSURGENCY LOG

CAMPAIGN NAME: SETTING: No. Turns: Turn No.:

FORCE:

Troop Quality: Morale: Confidence: Supply Quality:

INTERNAL ASSETS:

AVAILABLE ASSETS:

ADVANCEMENTS:

Advancement	Advancement Type	Description

VICTORY POINTS:

RETURN TO DUTY POOL:

REPLACEMENT POOL

Appendix 1: Common Unit and Vehicle Attributes

Common Unit Attributes

Active Trauma Treatment

Active Trauma Treatment normally takes the form of a Medical AI and trauma prevention/treatment technology built into a suit of Powered Armor. It allows wounded figures to make a First Aid check as if they were being treated by a medic (i.e., they use the Advanced First Aid Table). Additionally, figures with Active Trauma Treatment can make a First Aid check whether healthy figures are available to assist or not.

Advanced Life Saving Capabilities

Some units, especially those trained for special operations, receive advanced first aid training. Such units are adept in the use of specialized trauma techniques and advanced life support (ALS). Members of units with Advanced First Aid Training can be split off to man a casualty collection point. This bonus also applies to units accompanied by a medic, robotic medic, or with specialized life- saving capabilities or technology (nanotech, advanced powered armor, rapid regeneration, etc.).

Units with this attribute roll on the Advanced First Aid Table for casualty checks.

Advanced Sensors

Units with advanced sensors receive a +1 die shift when attempting to spot or detect enemy units. Additionally, their optimum range is doubled for the purposes of detecting stealthy or hidden units. They are also considered to have night vision and can "see" normally despite adverse weather conditions. As a result, units with this attribute are not subject to night fighting penalties or to weather/atmospheric conditions that limit visibility unless specifically stated otherwise.

Animosity

Units subject to Animosity are very sensitive to perceived slights, particularly those that involve one unit behaving as if it were superior to another. On the battlefield, this sensitivity sometimes leads to sniping between units.

Under certain circumstances, such units must make an Animosity Check. To perform an Animosity Check, the affected unit must make a Troop Quality test. If the unit passes the check nothing untoward occurs. If they fail the check, surreptitious sniping breaks out between the two units. They engage each other in a round of fire with AP:2D Firepower.

Animosity checks must be made when:

A nearby friendly unit gains a Victory Point (other than those gained for causing an enemy casualty). The nearest unit with Animosity to a unit that wins a Victory point must take an Animosity test.

If a unit with Animosity fails a Morale Check *and* rolls multiple "1s". In this event, the unit becomes very embarrassed and must make an Animosity test. If it fails, it snipes at the nearest friendly unit as described above.

Cannibal

Units with the Cannibal attribute must make a Troop Quality test before making a First Aid Check for their casualties. If the check is failed, the unit eats their wounded (or at least snips off the tastiest tender parts for later) and their casualties are all classified as KIA. If they pass the test, a normal First Aid Check can be made.

Cannibal units may or may not also be Hungry.

Cavemen CASEVAC

Units with this attribute do not follow the standard rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered.

To represent this in *Tomorrow's War*, units with this attribute must check casualties in the turn following the attack, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

Designated Marksman (DMR)

It is common for squads or even fireteams to have a rifleman who fulfills the role of "Designated Marksman" or "DMR." A DMR is generally equipped with a larger caliber rifle, better optics, or both. Designated Marksmen are *not* snipers, but they are trained to identify and neutralize high priority threats.

If a unit containing a DMR inflicts one or more casualties on an enemy unit within the unit's Optimum Range, the DMR may designate ONE specific figure (a leader, support weapon gunner, RTO, FO, etc.) as a casualty.

Despised

Units with this attribute are hated by the local population. Any interaction they have with them (attempting to disperse a mob, convert civilians to combatants, etc.) will receive a -1 die roll modifier.

Elusive

Whether due to natural ability or extensive familiarity with their surroundings, some units are able to virtually vanish into the woodwork. A unit firing at an elusive unit must pass an opposed Quality Check. If the firing unit loses the opposed check, it can't locate the sneaky unit well enough to effectively engage it.

Elusive units are often capable of **Out of Contact Movement** and **Ambushes**. If so, these capabilities will be identified in their Force List or the scenario.

Forward Observer (FO)

Units with a Forward Observer (FO) receive the Actual Forward Observer bonus when requesting fires.

Hard to Kill

Some units are composed of "troops" that are very hard to kill. Examples might include large creatures, cyborgs, or certain aliens. When such a unit takes casualties, a Survival Roll is immediately made for each casualty. If the casualty rolls a 4+ on their survival die, they are unhurt – they are not counted as casualties for purposes of morale or casualty penalties and are not required to make a First Aid Check. If their roll is less than a 4, they are treated as a normal casualty.

A hard to kill figure's Survival die is usually a D6, but some figures may use a different die type, up to a maximum of D10.

Big Guns and Hard to Kill Units

Any weapon with an unmodified Firepower of 3D or higher will cause a Hard to Kill figure's Survival die to shift down by one type (i.e., from D8 to D6). If the shift reduces the figure's survival die below a D6, the figure may not make a Survival roll.

Hungry

Hungry units enjoy the taste of their enemy's flesh. Such units must take a Troop Quality test any time they defeat an enemy unit in Close Assault or come within cohesion with unattended enemy wounded. If the unit passes the test, they can disregard the tasty feast. If they fail the test, however, they must eat the enemy wounded (no victory points for POWs).

Indigenous Scout

Forces operating in foreign areas of operation sometimes use indigenous scouts if they can obtain them. Such scouts know the local terrain like the back of their hand and are very adept at spotting even the smallest branch out of place.

Units with this attribute have a local scout (TQ/Morale 1D8/1D8) attached to their force. Scouts can spot hidden units beyond their own Optimum Range by passing a Troop Quality test. If the enemy unit is in Dense Foliage and/or Dense woods, the scout suffers a -1 die shift to their Troop Quality while making the Spotting Check.

Ambush attempts against a unit with an Indigenous Scout suffer a -1 die shift to their Troop Quality test to spring the Ambush. See **Ambush**, pg. 71.

Local scouts are not famous for their dependability. The first time the unit an indigenous scout is attached to takes enemy fire, the scout must make a Morale Test. If he passes, nothing untoward happens. If he fails, remove the scout from play – he's used his skill and knowledge of the area to slip away from the unit and return home for a nice, safe night in his own bed.

Inspiring

The very presence of some units on the battlefield reassures and motivates their comrades. Friendly units receive a one level Confidence boost as long as they are within line of sight of an Inspiring unit. If an inspiring unit is destroyed, reduced below half-strength, or forced to Fall Back friendlies within LOS must make a Troop Quality Check to avoid becoming Pinned. They also lose the bonus to their Confidence as well.



[Synthetic Trooper]

Intimidating

Some units are intimidating to their enemies, either through reputation or due to some natural trait (they are alarmingly fast, they are enormous, they look like demons, etc.). Being attacked by such a unit has the same effect as being attacked by an Intimidating Weapon.

Interpreter

Forces operating in foreign areas of operation often use local interpreters to liaise with the population and friendly indigenous forces.

Forces with this attribute have an attached interpreter (TQ/ D6, Morale: D6/D8), which provides a +1 to TQ Check die rolls when the unit attempts to disperse civilian mobs.

Jump Troops

Units with this attribute are capable of moving around the battlefield by great leaps and bounds due to exoskeletons, jump packs, or native ability. They may use the **Jump Movement** rules, as described on pg. 47.

Mounted Unit

Units with this attribute follow the rules for Mounted Units described in the Mounted Units section.

Mounted Cavalry

Units with this attribute follow the rules for Cavalry described in the Mounted Units section.

Medic

Units with this attribute have a Medic attached. Such units roll on the Advanced First Aid Table for casualty checks. All other rules for Medics apply to the medic figure attached to the unit.

Natural Armor

Units with this attribute have naturally tough hides/ carapaces, either naturally or through genetic engineering. Natural armor is limited to 1D strength and is cumulative with other armor dice.

Natural Weapons

Units with this attribute have formidable teeth, claws, tentacles, or what-have-you which are highly effective in Close Assault. They always receive the bonus die in Close Assault for being equipped with close assault weapons.

Old School

Units who are used to operating off the grid or who have trained extensively in non-grid operations are able to compensate for grid loss when it occurs. Units with this attribute will not become Pinned or suffer any Confidence loss.

Physical Augmentation

Physical Augmentation can take the form of bio-engineering, cybernetics, or, in the case of mutants or aliens, a natural trait that exceeds the human norm. Physical Augmentation isn't generally performed on regular troops, but is not uncommon among the most elite special operations units. Some typical augmentations are described below:

Active Trauma Treatment Nanites

Active Trauma Treatment Nanites allow wounded figures to make a First Aid Check as if they were being treated by a medic. Additionally, figures with Active Trauma Treatment Nanites can make a First Aid Check whether healthy figures are available to assist or not.

Skeletal Augmentation

Skeletal Augmentation strengthens a soldier's long bones and reinforces and widens their ribs to more effectively protect vital organs. Troops with Skeletal Augmentation receive an additional armor die.

Augmented Senses

Figures with Augmented Senses receive a +1 die roll modifier to spot hidden or stealthy units.

Pointman

Some units are fortunate enough to have a designated Pointman. A skilled Pointman can spot traps and hidden enemy positions that a less observant man might miss.

If moving at Tactical speed, a unit with a Pointman may re-roll any failed Troop Quality Check to spot enemy mines, booby traps, etc. (normally placed in accordance with a Fog of War card). A Pointman also increases his unit's effective Optimum Range for the purposes of spotting hidden or elusive enemies. Whenever making such a Spotting Check, treat the unit as if it had the next higher optimum range.

Ambush attempts against a unit with a Pointman suffer a -1 die shift to their Troop Quality test to spring the Ambush. See **Ambush**, pg. 71.

Poor Initiative

Some units require an active leader to prod them into actions beyond hunkering down and taking pot shots at the enemy. Such units are said to have Poor Initiative.

A Poor Initiative unit that doesn't have either an attached leader or a clear line of sight to a leader within 8" must make a successful Troop Quality Check in order to move. If the unit fails the check, it may not move but can still fire.

Special Teams

See **Special Teams**, pg. 78, for descriptions of Weapons Teams, Sniper Teams, and Animal Teams.

Stealthy

Some units are extremely proficient at moving unnoticed through enemy territory. Stealthy units rely on darkness and/or careful movement to infiltrate a target area, fulfill their mission objectives, and, if all goes well, exfiltrate without the enemy knowing they were ever there.

Stealth may be the result of natural abilities and intimate knowledge of the area or technological capabilities, such as chameleon suits and/or sound dampers.

Naturally stealthy units are treated as TL1 for purposes of spotting. Units relying on gadgets for their stealth can have Tech Level ranging from TL1 to TL3.

Stealthy units are almost always armed with suppressed weapons and equipped with night vision devices. They are highly trained in infiltration tactics and silent killing techniques.

Night operations are the bread and butter of stealthy units. Most scenarios involving them will be night missions.

Stealthy units are very good at moving without being seen or heard. To represent this, they must be "spotted" before another unit can interrupt or react to their movement. See **Spotting Hidden & Stealthy Units**, pg. 81.

Some stealthy units utilize technology like stealth suits, chameleon suits, noise dampers, etc., to get the edge over their opponents.

Terminal Air Controller (TAC)

The unit has a Terminal Air Controller attached. If a scenario indicates that air support is available, the unit receives the bonus for having an actual TAC.

Common Vehicle Attributes

Note that vehicle attributes are already applied in vehicle descriptions.

Advanced Sensors

Vehicles with advanced sensors receive a +1 Die Shift when attempting to spot or detect enemy units. Additionally, their optimum range is doubled for the purposes of detecting stealthy or hidden units. They are also considered to have night vision and can "see" normally despite adverse weather conditions. As a result, units with this attribute are not subject to night fighting penalties or to weather/atmospheric conditions that limit visibility unless specifically stated otherwise.

Artificial Intelligence (AI)

The crew in this vehicle has been replaced by an AI. They follow the same basic rules as Smart 'bots. Use the Smart 'bot survival roll if the vehicle receives a crew/passenger casualty. If the AI is knocked out, the vehicle is out of operation.

Effective vehicular AI is not available until TL2.

Active Point Defense (APD)

Vehicles with Active Point Defense mount specialized sensors and weapon systems devoted to detecting and defeating incoming ATGMs. Their effectiveness varies by tech level.

TL1 APD will destroy an incoming ATGM on a D6 roll of 4+. Infantry within 8" of the vehicle and within 2" of the flight path of the missile/RPG must pass a TQ attack or suffer a 6D8 Firepower attack.

TL2 APD will destroy an incoming ATGM on a D8 roll of 4+. Nearby infantry will not be harmed.

TL3 APD will destroy an incoming ATGM on a D10 roll of 4+. Nearby infantry will not be harmed.

APDs receive a -1 to their die roll for each missile they engage after the first. APD may be coupled with other defenses, such as ERA, Detonation Fields, or Bar Armor

Amphibious

Vehicle may cross most water obstacles at Cautious Speed (scenarios will designated what water obstacles may or may not be crossed by regular and amphibious vehicles). GEV and Grav vehicles have this attribute by default, unless noted otherwise.

Anti-Personnel Grenades

Vehicles equipped with anti-personnel grenades may detonate them as part of their defensive fire against infantry units attempting to or actually engaging them in close assault. The grenade has an AP firepower of 3D8.

Anti-Vehicular Melee Weapon (Walkers Only)

Some combat walkers are armed with specialized anti-vehicular melee weapons. Such weapons can be used to perform a contact attack against another vehicle or a unit of infantry. To make the attack, the vehicle must be in base to base contact with another vehicle or within cohesion (1") distance with a figure in an enemy infantry unit.

This attack is resolved in the same way as a firepower attack. Anti-vehicular weapons generally have a Firepower rating of AP:4/AT:3(M).

Back-Up AI

Back-Up AI is becoming standard in western TL3 vehicles. If the human crew of a vehicle thus equipped is rendered combat ineffective, the Back-Up AI will assume control of the vehicle. See ***Artificial Intelligence***.

Bar Armor

Bar armor provide additional defense against RPGs and ATGMs. These weapons require the proper "stand-off" distance for their shaped charges to be fully effective. Bar armor prematurely detonates warheads and disrupts their stand-off distance. Vehicles with bar armor receive

an additional defense die vs. RPG and missile attacks.

Bar armor is not always applied to all sides of a vehicle. Vehicles only receive the bonus defense die if an attack is against a vehicle facing equipped with bar armor.

Countermeasures

The vehicle is equipped with countermeasures such as IR jammers, MCD, etc. It receives an additional Defense Die against ATGM attacks.

Deathtrap

Some AFVs are so poorly designed that even a minor penetration has a good chance of detonating their ammo stores or igniting their fuel. When rolling for damage results, hits scored against vehicles with this unfortunate attribute receive a +2 die roll modifier.

Detonation Field (DF)

Detonation Fields are electro-magnetic fields that may cause ATGMs to detonate prematurely, compromising their stand-off distance and penetration.

A Detonation Field's Tech Level determines how effective it is against ATGMs. Subtract 1 die of Firepower from an ATGM attack for each TL of the vehicle's DF. Thus, a TL1 DF would subtract 1 Firepower die from an incoming ATGM and a TL3 DF would subtract 3 dice.

Enhanced Fire Control

Vehicles with Enhanced Fire Control receive +1 die to their Firepower.

ERA Equipped

Explosive Reactive Armor (ERA) detonates when a missile strikes it. Its counter blast disrupts the "shape" of the missile's charge, making it less effective. Vehicles with ERA armor receive an extra die of Defense vs. missile or RPG attacks.

ERA is not always applied to all sides of a vehicle. The defense bonus is only applicable to vehicle facings which actually have ERA applied.

Once the ERA on a specific side of a vehicle has been hit by any missile or RPG, it no longer receives any defense bonus for ERA on that side.

If any dismounted infantry are within 4" of a vehicle equipped with Explosively Reactive Armor on the first turn that it is struck by enemy fire, they suffer an immediate 4D8 Firepower attack. Armor and cover bonuses to Defense count with regard to this attack.



Fire-or-Move

Weapons or vehicles that are Fire-or-Move may only fire when it is stationary. It may not fire on the same turn that it moves, or move on the same turn that it fired.

Gigantic

See **Gigantic Vehicles**.

Hardened

Some vehicles have been hardened vs. blast based attacks. Such vehicles receive a +1 Defense die bonus vs. mines, IEDs, and artillery.

Heavy Hitter

Advanced ammunition, targeting capabilities, or simply sheer size of the round they throw make some weapons more extremely destructive. Weapons of this sort receive an extra die of Firepower.

IED Countermeasures

IEDs are a favorite weapon in the insurgent/irregular arsenal. Many IED's are triggered from a distance by a variety of different wireless methods, ranging from cell phones to infrared beams. In response, modern armies have developed a plethora of counter measures that interfere with these remote detonation techniques. For example, these jam certain signals, disrupt the triggering device, overload broad spectrum receivers or work by a variety of other methods.

Against any remote detonated IED's that are placed within 8" of a vehicle equipped with IED Counter Measures, the vehicle may roll a TQ Check. If successful, the IED is detected and neutralized.

Improved MGs

A vehicle's machine gun performance may be improved by better fire control, higher rate of fire, large stores of ready ammunition (most tanks have very limited MG ammunition at hand). Such vehicles have a basic MG firepower of 4D rather than 3D.

Lifesaver

Vehicles with this attribute feature advanced crew survival features such as blow-out ammunition stores, radiation dampening, anti-spalling nanite layers, and advanced fire containment. Their crews receive a +1 die shift when making crew survival rolls.

Mine Resistant

This vehicle has been designed from the ground up to survive mine/IED attacks. The vehicle receives an additional die of Defense when struck by a mine or IED.

Obsolete or Poor Armor

The vehicle is obsolete or poorly armored and is easy game for more up-to-date foes. Reduce the vehicle's Defense by one die and apply a -1 die shift to all armor facings (the reduced values are normally displayed on the vehicle card).

Remote Control

Some vehicles are equipped with remote interfaces that allow their dismounted troops to control them from a distance. A remotely controlled vehicle can be activated and move, fire, move and fire, etc., like any other unit. This activation requires the full attention of one of the vehicle's dismounts, however, so its dismounted unit is treated as if it is one man short for the purposes of Firepower and Defense. Remotely controlled vehicles can only be controlled by their own dismounts.

Restricted Arc of Fire

Vehicles with a restricted arc of fire, such as turretless tank-killers, may fire normally the first time that they perform Reaction fire. For each subsequent attempt at Reaction fire, they must take a Troop Quality test. If the test is passed, the vehicle may fire normally. If the test is failed, the vehicle was not able to adjust its point of aim quickly enough to engage the target with effective fire. Vehicles with this attribute also suffer a -1 to all Reactions after their first in a turn.

Safe Haven

Some AFVs are so trusted by their crews that no matter how badly they're beaten about they'd rather stay safely inside them than risk exposing themselves on the battlefield. Crews of vehicles with this attribute receive a +1 die shift on Bail Out checks.

Slow Firing Weapon

Vehicles with a Slow Firing Weapon receive a -1 to all Reaction tests after the first during a turn. This modifier is cumulative with other Reaction modifiers.

Slow Turret

Vehicles with a Slow Turret receive a -1 to all Reaction tests after the first during a turn. This modifier is cumulative with other Reaction modifiers.

Smoke Dischargers

Vehicles equipped with Smoke Dischargers may "pop smoke," usually in an effort to mask a hasty retreat. Vehicles protected by smoke receive an extra Defense die. The vehicle receives this benefit whether it moves or not. The smoke dissipates at the end of the turn in which it was discharged. *Note: Most AFVs (Light through Heavy) feature Smoke Dischargers as standard equipment – such vehicle can be assumed to have Smoke Dischargers unless otherwise noted in their descriptions.*

Special Armor Types

As a new tank-killing weapon is developed, armor to defeat it is generally under way in another lab. Are your enemy's new laser cannons punching out your tanks and IFVs too easily? Develop something to blunt the weapon's edge. There's a good cat for every rat on tomorrow's battlefield.

No vehicle can be proof against all weapons, however. A single vehicle can benefit from two Special Armor Types at most.

Advanced Conventional Armor

Advanced conventional armor has evolved over centuries of armored warfare. It is comprised of layers of material of the correct density and structure to absorb heavy kinetic impacts or disrupt the burning probe of a HEAT missile. Vehicles with Advanced Conventional Armor receive an extra Defense die against kinetic or HEAT based missile/rocket attacks.

Energy Resistant Armor

Energy resistant armor is extremely expensive and is generally found on TL3 vehicles only. The manufacturing process of most energy resistant armor requires zero gravity and special crystalline formations specifically designed to withstand and dissipate enormous force and heat. Vehicles with this armor receive an additional Defense die when fired upon by energy weapons or HEAT based ATGMs or rockets.

Laser Resistant Armor

Vehicles with this attribute are equipped with ablative armor or aerosol dispensers that diffuse or deflect lasers. As a result, they receive an additional Defense die when fired upon by laser weapons.

Stealth (TL1–TL3)

Vehicles equipped with advanced stealth gear are capable of spoofing enemy sensors or even blending into the background using optical effects. A stealthy vehicle cannot be fired upon until it is spotted. Use the spotting rules for stealthy units.

Technical

Technicals follow the standard vehicle rules with one exception: Optimal range for weapons mounted on technicals is not the width of the table. Instead, a technical's mounted weapons have the normal optimal range for the weapon type and troop quality of the crew manning it.

This exception to normal mounted weapon rules is meant to reflect the haphazard methods by which weapons are mounted on technicals and their often ad hoc crew's lack of familiarity with the weapon they're using.

Up-Armored AFV

Some AFV variants offer the option to up-armor. An up-armored AFV receives +1D Defense on all facings.

Up-Armored Soft Skin

An up-armored soft skin vehicle has a Defense of 2D6, rather than just 1D6. In addition, the vehicle is considered "armored" against small arms fire. Small arms fire may still inflict some damage – although the Firepower is halved. Round-down factions and if the number of dice is reduced below 1 then the attack is ineffective.

Appendix 2: Organization Examples

The following organization descriptions represent common units found on the battlefields represented by *Tomorrow's War*.

This force list and the organization descriptions it includes are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Tomorrow's War* mission, so they cut off at the Platoon (or equivalent) level.

Organizations are described from the bottom up, starting with the Fireteam and working up to the Platoon. Weapon types are abbreviated as follows:

TST: Traditional Slug Thrower
ABW: Advanced Ballistic Weapon
GWS: Gauss Weapon System
LWS: Laser Weapon System
EWS: Energy Weapon System

A Note on Organizations & Gear

The organization descriptions that follow represent the "paper strength" of the units described. Actual units in the field rarely match their official Tables of Organization & Equipment. They may be under or over strength, based on conditions in the field or mission requirements. They may also be issued weapons and gear tailored to their current mission or overall operational environment. British and US forces are notorious for their variation from documented norms, but other "First World" forces tend to be just as flexible. Some powers, like the DPRG and the RIA, are incredibly restrictive, however, and will field units as close to paper strength as possible and will rarely deviate from the gear prescribed by "the book."

Democratic People's Republic of Glory (DPRG)

The DPRG fields two standing military forces, the Democratic People's Army (DPA) and the People's Republican Guard (PRG). The DPA is comprised of a mixture of conscripts and volunteers and is haphazardly trained and equipped. Some DPA units are extremely efficient fighting forces while others are poor at best. The PRG, on the other hand, is comprised entirely of volunteers and soldiers cherry-picked from the DPA's best units. Their quality is uniformly good and occasionally outstanding. The PRG's command structure is highly political, however, and commanders who displease Supreme Leader will see their formations suffer. It is for this reason that the Tigers, one of the most effective and highly decorated units of the Second Glory War never received new equipment imported from Brazil while some absolutely incompetent and ineffective formations were entirely equipped with new anti-grav tanks and IFVs.

Democratic People's Army (DPA)

Troop Quality: D6–D10
Morale: D6–D10
Confidence Level: Low to Confident
Supply Quality Level: Poor to Normal
Overall Tech Level: 1 (Some formations are TL2)
On Grid?
Major Operations: Yes (TL1)
Normal Operations: Sometimes
Armor: Light Body Armor (1D)

Typical Unit Attributes:

- *Poor Initiative*
- *Despised* (By Republic of Arden civilians)

Special Gear Descriptions:

The weapon systems described below are Tech Level 1 unless otherwise noted. These are the weapons issued to



A DPRG armored column early in the 2nd Glory War (photo: Piers Brand, miniatures: GZG)

the majority of DPA infantry formations. Some special DPA units or units whose commanders have political pull may be equipped with the same Tech Level 2 gear used by the PRG.

AK-400 Assault Rifle: This traditional slug-throwing assault rifle produced by the DPRG under license from the NSF. The weapon would be familiar to insurgents and soldiers of the 20th century's Soviet Union and its client states. Improvements have been made to the material components and the weapon now fires more advanced ammunition which allows it to remain effective against modern body armor. A simple, robust design, the AK-400 is all but idiot-proof, making it the ideal weapon for a poorly trained foot-soldier.

Mod. 78 Squad Automatic Weapon (TL1 TST, Lt. AP:1): The Model 78 SAW is a traditional slug-throwing weapon which fires the same advanced rounds as the AK-400. Like the 89, it is a weapon of simple design and is easy to use and maintain.

RPGMP-3 (TL2, Med. AP:2/AT2(M): The Rocket Propelled Grenade, Multi-Purpose-3 (RPGMP-3) is a re-usable launcher that fires a multi-role projectile. It is equally effective against both infantry and vehicles.

People's Machine Gun Mod 7 (TL2 ABW, Med. AP:2): The PMG Mod 7 is advanced ballistic weapon built around a fairly heavy and ballistically stable caseless projectile. While not particularly outstanding for its class, the PMG M7 is a perfectly functional and fairly reliable GPMG.

DPA Rifle Platoon

DPA Rifle Fireteam
1 x Fireteam Leader w/AK-400 rifle
1 x Gunner w/M. 78 SAW (TL1, TST, Lt. AP:1)
1 x Grenadier w/ RPGMP-3 (TL2, Med. AP:2/AT2(M)
2 x Riflemen w/AK-400 rifles

DPA Rifle Squad
1 x Squad Leader w/AK-400 rifle
2 x DPA Rifle Fireteams

DPA Rifle Platoon HQ Section
1 x Platoon Leader w/AK-400 rifle
1 x Platoon Sgt. w/AK-400 rifle
1 x Gunner w/PMG M7 GPMG (TL2 ABW, Med. AP:2)
1 x Assistant Gunner w/AK-400 rifle
1 x Lifesaver (Medic) w/AK-400 rifle

DPA Rifle Platoon
1 x DPA Platoon HQ Section
3 x DPA Rifle Squads

Transport
A DPA Rifle Platoon is normally transported by four Type 88 "Shouting Dragon" APCs, one of which may be a command variant.

People's Republican Guard (PRG)

Troop Quality: D8–D10
Morale: D6–D12
Confidence Level: Low to High
Supply Quality Level: Normal to Abundant
Overall Tech Level: 2 (Some formations have access to TL3 gear)
On Grid?
Major Operations: Yes (TL1)
Normal Operations: Sometimes
Armor: Hard Armor (2D) to TL1 Powered Armor (3D)



DPRG forces occupy Tiaret on the eastern border of the Republic of Arden (photo: Piers Brand, miniatures: GZG)

Typical Unit Attributes:

- *Poor Initiative* – Not as common among PRG as the DPA. Most PRG units will have normal initiative.
- *Forward Observer*
- *Terminal Air Controller*

Special Gear Descriptions:

AK-400 Assault Rifle: This traditional slug-throwing assault rifle produced by the DPRG under license from the NSF. The weapon would be familiar to insurgents and soldiers of the 20th century's Soviet Union and its client states. Improvements have been made to the material components and the weapon now fires more advanced ammunition which allows it to remain effective against modern body armor. A simple, robust design, the AK-400 is all but idiot-proof, making it the ideal weapon for a poorly trained foot-soldier.

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PRG Rifle Platoon

PRG Rifle Fireteam

1 x Fireteam Leader w/AK-400 rifle
1 x Gunner w/M. 78 SAW (TL1, TST, Lt. AP:1)
1 x Grenadier w/ RPGMP-3 (TL2, Med. AP:2/AT2(M)
1 x Riflemen w/AK-400 rifle

PRG Rifle Squad

1 x Squad Leader w/AK-400 rifle
2 x PRG Rifle Fireteams

PRG Rifle Platoon HQ Section

1 x Platoon Leader w/AK-400 rifle
1 x Platoon Sgt. w/AK-400 rifle
1 x Gunner w/PMG M7 GPMG (TL2 ABW, Med. AP:2)
1 x Assistant Gunner w/AK-400 rifle
1 x Lifesaver (Medic) w/AK-400 rifle

PRG Rifle Platoon

1 x PRG Platoon HQ Section
3 x PRG Rifle Squads

Transport

A DPA Rifle Platoon is normally transported by four Type 88 "Shouting Dragon" APCs, one of which may be a command variant.

IMPERIAL RUSSIA

The following are official TOEs for the Russian Imperial Army (RIA) units, as mandated by the Imperial administration. Obviously actual unit organizations may vary according to the theatre, mission, and available resources.

The RIA has a number of different troop types under its all-encompassing umbrella. The first, and most numerous, are the regular army detachments. These are often conscript formations with a core of career NCOs and officers. Conscription in Russia is not universal. Young people may elect not to participate as conscripts, though this precludes them from pursuing university education. They may also elect to defer service for a period of up to five years. The

reward for completion of two years of military service is a fully financed higher education of great quality. Conscripts, especially those from Earth, are generally well disposed to their two years of service and perform as well as most regular troops due to the benefits they receive afterwards. Colonial conscripts do not receive educational benefits and are less than keen to spend time in the army. This gives the army a two-tier quality level.

Regular Russian Army

Troop Quality: D6–D10
Morale: D8–D12
Confidence Level: Low to High
Supply Quality Level: Poor to Abundant
Overall Tech Level: 2
On Grid?
Major Operations: Yes
Normal Operations: Rarely
Armor: Normal (1D)

Typical Unit Attributes:

- *Poor Initiative* (Colonial Units)
- *Forward Observer*
- *Terminal Air Controller*
- *Medic*

Special Gear Descriptions:

AK-200 ACR (TL2): The Kalashnikov Advanced Combat Rifle 200, the AK-200 as its better known, is the perfect example of what can be done for a low budget but maximum efficiency. The weapon is a standard assault rifle, using caseless 9mm ammunition within a virtually indestructible body. The weapon is rugged in the extreme. You can drop it off a cliff, bury it in the Martian dust, dunk it in an ocean, sink it into mud and the gun will come out and fire first time, every time.

It is the perfect weapon for low quality troops. It needs virtually no attention. It is simple to break down and maintain. It has very few parts and is simple throughout its construction. It can be made from whatever material is available – poly-carbons, ceramics polymer, metal, plastic composites – whatever a colony has to hand, it can arm itself with the AK-200 design, and more importantly, it can make them itself with the most basic of equipment.

While it may lack the range and finesse of other weapons, its ease of use and long life span make it the ideal weapon for low budget armies and insurgencies to use.

RPK-80 "Kolchan" Plasma Gun (TL2 Med. EWS AP:2/AT:2(M): The RPK-80 is a second generation plasma projector that has met with great success on the battlefield. The weapon is reliable, moderately effective against both infantry and armor, and consumes a reasonable amount of energy in operation. The weapon is rather cumbersome and suffers from brutal recoil and intense heat discharge, however. Despite these shortcomings, the Kolchan is a prized weapon among RIA units.

SVG-1 Gauss Sniper Rifle (TL2 Med. GWS AP:2/AT:1(L): The SVG-1 Gauss Sniper Rifle is a bare-bones but highly effective sniper rifle that has seen service in the RIA for several decades. While not as precise as many other sniper rifles, it is a robust weapon and, when firing special penetrator rods, can also serve as an adequate anti-material rifle.

Russian Imperial Army Infantry Squad

First Fireteam
Sergeant with AK-200 ACR
Private with AK-200 ACR
Private with AK-200 ACR
Private with AK-200 ACR & RPG-100 Single-shot A/T Weapon (TL2 Hvy. AP:3/AT:3(M)
Grenadier with AK-200 ACR & GP-40 Grenade Launcher (TL2 Lt. AP:1)

Second Fireteam
Corporal with AK-200 ACR
Private with AK-200 ACR& RPG-100 Single-shot A/T Weapon (TL2 Hvy. AP:3/AT:3(M)
Gunner with RPK-80 (TL2 Med. EWS AP:2/AT:2(M)
Assistant Gunner with AK-200 ACR Carbine

Russian Imperial Army Infantry Platoon

1 x Lieutenant with AK-200 ACR
1 x Senior-Sergeant with AK-200 ACR
1 x Communication Specialist with AK-200 ACR and Tri-Band Comms pack

1 x Private First Class with SVG-1 Gauss Sniper Rifle (TL2 Med. GWS AP:2/AT:1(L)
1 x 'Rinda' Medical Droid
3 x Infantry Squads

Weapons issued may vary between units. In some formations troops will carry the AT-70 anti-tank missile launcher or commanders may be lucky enough to issue the TKB-80 'Kolchan' Plasma Rifle to a few of their squads. At higher levels, companies will also have weapon platoons with heavy machine guns, either remote or crewed, automatic mortars and further specialist weaponry.

Russian Imperial Army Airborne and Marines

Troop Quality: D8–D10
Morale: D8–D10
Confidence Level: High
Supply Quality Level: Normal to Abundant
Overall Tech Level: 2
On Grid?
Major Operations: Yes
Normal Operations: Sometimes
Armor: Normal (1D) to Carapace (2D)

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Pointman*
- *Medic*

Russian airborne troops differ very little from the above formation except in the higher than usual issue of specialist weapons when required by mission parameters and the occasional use of advanced armor systems, though these are generally reserved for the most reliable units in the regime. Naval Marines also have similar issues as their airborne brethren. Airborne and Marine units are organized along the same lines as Spetsnaz and have analogous capabilities.

Spetsnaz Combat Team

Troop Quality: D8–D12*
Morale: D8–D10
Confidence Level: High
Supply Quality Level: Normal to Abundant
Overall Tech Level: 2
On Grid?
Major Operations: Yes
Normal Operations: Sometimes
Armor: Normal (1D) to Carapace (2D)
**D12 TQ ratings are rare even among elite formations. At most, only a handful of men in a platoon will be rated D12, and such men are often found in small, specialist teams (such as Sniper Teams).*

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Pointman*
- *Advanced Life Saving Capabilities*
- *Old School*
- *Natural Weapons* – This attribute represents the brutal hand-to-hand techniques used by Spetsnaz troops)

Spetsnaz or Special Purpose Troops, to give them their correct title, represent the R.I.A.'s special forces but the

Reality of the Spetsnaz differs slightly from the popular vision of super-elite masters of all weapons and brutal hand-to-hand combat experts. There are large numbers of specialist troops who are lumped together under the organizational heading of "Spetsnaz," but the majority of such troops are simply special forces capable infantry with little more (and often less) training than US Army Rangers or British Royal Marines. Certain units within Spetsnaz, however, are every bit the shadowy super-soldiers of popular lore.

Spetsnaz units tend to follow the basic troop structure described below, but their equipment and role that from group to group. Units under the command of "Alpha Group" tend to be trained for standard military special operations, while those of "Victor Group" specialize in anti-terrorist and internal security duties. It has to be stated that Alpha and Victor Groups are both more than capable of acting as high quality infantry regardless of their specialization. These groups also have the full array of weapons to choose from, often being the first to receive new experimental weapons and armor. Both the "Kolontar" system armor and the heavier "Kuyak" battle suit are available to Spetsnaz units when required.



[The Special Operator]

Spetsnaz Combat Team

1 x Sergeant with AK-200 ACR & RPG-100 Single-shot A/T Weapon (TL2 Hvy. AP:3/AT:3(M)
1 x Corporal with TKB-80 'Kolchan' Plasma Rifle (TL2 Med. EWS AP:2/AT:2(M)
1 x Corporal with AK-200 ACR & GP-40 Grenade Launcher (TL2 Lt. AP:1)
1 x Corporal with SVG-1 Gauss Sniper Rifle (TL2 Med. GWS AP:2/AT:1(L)
All troops wear "Kolontar" System Armour (counts as Recon Power Armour)

In some teams, the fourth member of the squad will wear a "Kuyak" battlesuit mounting the twin barreled 40mm PTRD-40 Anti-Material Cannon and twin-linked chain guns. Different load outs may be used based on mission parameters.

Marshborn Federation – "The Crusties"

The Marshborn, as they call themselves, or "Crusties" as human soldiers refer to them, are a very aggressive and expansionist alien race. Although roughly humanoid in form, the Crusties do not share humanity's primate ancestry, but are more closely related to the crustacean. Their bodies are encased in a hard shell, from which they moult several times before reaching full adult size. While the Crusty exoskeleton provides excellent protection (there are indications that the warrior class undergoes genetic modification to "militarize" their exoskeleton), their open circulatory system leaves them vulnerable to wounds that crack their shell.

Crusty technology is roughly equivalent to that of Mankind, at least with regard to mechanical technology such as firearms and spacecraft, but their skill in bio-engineering is cutting edge. The shells of Crusty scouts, for instance, are covered with a phototropic film which acts as a human chameleon suit, and a redundant set of antennae on all Crusty soldiers has been repurposed to provide them with the equivalent of advanced sensors.

Little is known of Crusty culture or their motivations, aside from an obvious acquisitive attitude towards suitable colony worlds and an obdurate refusal (or inability) to coexist with other intelligent species on a planet, or to negotiate peaceful compromises. Odd occurrences have been noted while observing the Crusties in combat – such as an apparent tendency to brawl amongst themselves or even engage in sniping at units within their own force. The Crusties otherwise evidence strong tactical and strategic capabilities, so this behavior seems quite anomalous.

Note: *Mankind has not yet encountered intelligent alien life in the timeframe covered by the basic timeline presented in this volume so feel free to vary from our timeline to game encounters with alien forces if you wish!*

Troop Quality: D8–D10
Morale: D8–D12
Confidence Level: Confident to High
Supply Quality Level: Poor to Abundant
Overall Tech Level: 3
On Grid?
Major Operations: No
Normal Operations: No
Armor: Genetically enhanced exoskeleton (TL2, 2D)

I don't know what they were Sir. My squad didn't stand a chance. Their guns just cut us down, slicing through our armor and flesh with ease. Within seconds I was the only one left. That's when they stopped firing and came closer. I can't describe them, Sir. They walked on two legs, their armor seemed part of them, like a crab or a lobster. But they were certainly intelligent. One of them knelt down next to me and treated my wounds. It spoke to me... I don't know what it said. I couldn't understand it. Then I must have passed out. Next thing I knew I was in a hospital bed on the Peking."

Testimony from Captain Chun Lai, 113th Infantry Regiment, PRC Army, during his court-martial for the murder of his entire squad. Captain Lai was found guilty of the murder of 11 of his men and executed by firing squad upon recovering from his wounds.

Note: The "Crusty" figures for which this section has been written are produced by Ground Zero Games (GZG) and sold under the generic description of "Crusty" (pack codes SG15-X10 through X13). This *Tomorrow's War* force list for use with these figures has been created with permission from GZG. You can purchase these miniatures at the GZG online store at www.gzg.com.

The game stats and background given here were designed for use in *Tomorrow's War* and do not necessarily reflect GZG's specific descriptions of the particular figures, weapons or organization.

Typical Unit Attributes:

- *Chameleon Suit (TL2)* – normally only issued to Scout/Sniper units or AT teams.
- *Augmented Senses (TL3)*
- *Animosity* – Crusty units tend to bond very tightly and their members routinely put the interests of their fireteam ahead of their Tactical Formation, and their Tactical Formation before their Operations Group, etc. They are very sensitive to perceived slights, particularly those that involve one unit behaving as if it were superior to another. On the battlefield, this sensitivity sometimes leads to sniping between units.

  Under certain circumstances, Crusty units must make an Animosity Check. To perform an Animosity Check, the affected Crusty unit must simply make a Troop Quality test. If the unit passes the check nothing untoward occurs. If they fail the check, the unit's attached DMR immediately snipes at a friendly Crusty unit determined according to the circumstances. Resolve a round of fire between the two units using ONLY their DMRs.

  Animosity checks must be made when:

  - **A nearby Crusty unit gains a Victory Point (other than those gained for causing an enemy casualty).** The nearest non-Command Team unit to a Crusty unit that wins a Victory point must take an Animosity test.
  - **If a Crusty unit fails a Morale Check *and* rolls multiple "1"s.** In this event, the Crusty unit becomes very embarrassed and must make an Animosity test. If it fails, it snipes at the nearest friendly Crusty unit.

Special Gear Descriptions:

Crusty Rifle (TL3): The Crusty Rifle is a very compact plasma weapon. It is quite effective and experts theorize that it interacts with the Crusty sensor antennae to enhance targeting.

Crusty Plasma Projector (TL3 EWS AP:2/AT:1(L) in AP Mode *or* TL2 EWS AP:1/AT:2(M) in AT mode): The Crusty Plasma projector can be toggled between an anti-personnel mode with a large "splash" and anti-tank mode which is more focused. It requires a full turn without firing to switch from one mode to the other. A Crusty fireteam will generally have one of their Plasma Projectors set to AP and the other to AT.

Crusty Gauss Designated Marksman Rifle (TL3 Lt. GWS AP:1/AT:1(L): The Crusty DMR is used in a manner consistent with human doctrine, but also seems to be the weapon of choice when Crusties engage in inexplicable bouts of fratricide.

Crusty Heavy Arc (HAC) Gun (TL3 EWS AP:4/AT:2(M) AP Mode; TL3 EWS AP:2/AT:4(H) AT mode): Crusty Heavy ARC guns fire an ionized arc down which a powerful flood of plasma can be directed. The arc can be widened to take in large area in order to splash a large number of infantry or it can be tightened to function as an anti-armor weapon.

Crusty Launcher/Mortar (TL3 AP:3 w/3" radius, AP mode; AP:2/AT:4(H), Deck Attack, AT mode): The Crusty Launcher/Mortar is another dual mode weapon. It can either lob a plasma bolt indirectly like a mortar for an indirect anti-personnel attack, or it can fire a more focused bolt in a slight parabola to strike an AFV's weaker deck armor.

Crusty Tactical Formation

Crusty Tactical Team

1 x Fireteam Leader w/Rifle
2 x Gunner w/Plasma Projectors (TL3 EWS AP:2/AT:1(L) in AP Mode *or* TL3 EWS AP:1/AT:2(M) in AT mode)
1 x DMR w/Crusty Gauss DMR (TL3 Lt. GWS AP:1/AT1(L)
1 x Rifleman w/Rifle

Crusty Weapon Team
1 x Team Leader w/Rifle
3 x Gunner w/Plasma Projectors (TL3 EWS AP:2/AT:1(L) in AP Mode *or* TL3 EWS AP:1/AT:2(M) in AT mode)
2 x Riflemen w/Rifles

Crusty Command Team
1 x Commander w/Rifle
1 x Rifleman w/Rifle
3 x Marksmen w/Crusty Gauss DMR (TL3 Lt. GWS AP:1/AT:1(L)

Crusty Tactical Formation
1 x Crusty Command Team
3 x Crusty Tactical Teams
2 x Crusty Weapon Teams

Crusty Scout/Sniper Formation

Scout/Sniper Team
1 x Team Leader w/Rifle and Chameleon Suit
1 x Sniper w/Crusty Gauss Sniper Rifle (TL3 Med. GWS AP:2/AT1(M) and Chameleon Suit

Scout/Sniper Formation
1 x Formation Leader w/Rifle and Chameleon Suit
3 x Scout/Sniper Teams

Crusty Heavy Weapon Formation

Heavy Weapon Team
1 x Gunner w/Heavy ARC Gun (TL3 EWS AP:4/AT:2(M) AP Mode; TL3 EWS AP:2/AT:4(H) AT mode) *or* Support Launcher/Mortar (TL3 AP:3 w/3" radius, AP mode; AP:2/AT:4(H), Deck Attack, AT mode) and Chameleon Suit if deployed as an AT Team
1 X Spotter w/rifle and Chameleon Suit if deployed as an AT Team

Heavy Weapon Formation
1 x Formation Leader w/Rifle
4 x Heavy Weapon Teams

Republic of Arden

Republic of Arden National Guard (Main Force)

Troop Quality: D8–D10
Morale: D8–D10
Confidence Level: Confident to High
Supply Quality Level: Poor to Abundant
Overall Tech Level: 2
On Grid?
Major Operations: Yes (TL1)
Normal Operations: No
Armor: Light Body Armor (1D)

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Pointman*

Special Gear Descriptions:

FAMAS Colony Rifle (FAMAS CR): A solid, easily manufactured assault rifle supplied to French colonial police and military forces, the FAMAS Colony Rifle is a magazine-fed, bull-pup configuration, selective fire weapon chambered for 5.56mm conventional rounds. The Colony Rifle and its ammunition can be produced by any colony, even those with limited resources or industrial capacity.



RA Blaireaus on cross country march, 2nd Glory War (photo: Shawn Carpenter, miniatures: GZG)

Multi-Purpose RPG (MPRPG): Like the Colony Rifle, the Multi-Purpose RPG is simple to manufacture, easy to maintain, and effective without extensive training or technical capabilities. They can be found in the hands of police and militia members in all French colonies. MPRPG gunners usually carry an assortment of anti-personnel and anti-tank rounds.

FN Low Maintenance Squad Automatic Weapon (LMSAW): While FN manufactures top of the line, modern weapons for wealthy, high-tech customers, they also market a line of low-tech weapons primarily for colonial militias. The Low Maintenance SAW is one of those weapons. The LMSAW is a compact, belt-fed, automatic weapon chambered in the same caliber as the FAMAS Colony Rifle. It provides fireteams with effective suppression fire in an affordably produced, easy to maintain package.

MAG-90 General Purpose Machine Gun (GPMG): Standard GPMG of French colonial forces. Chemically cooled, belt-fed, full automatic weapon chambered for .30 caliber cased ammunition.

FP-3 (Fusil de Precision Model 3): The standard ballistic sniping rifle of French national forces, this potent weapon has found its way into the hands of several colonies, including the Republic of Arden. The FP-3 is a very traditional bolt-action rifle, updated by the use of composite materials and advanced optics. The weapon is capable of firing self-correcting rounds, but their expense means they are rarely used by colonial snipers. The weapon is chambered for .330 caliber and is capable of extreme accuracy even when nanite corrected rounds are not employed.

ANG Main Force Platoon

ANG Main Force Rifle Binome
2 x Guards w/FAMAS

ANG Main Force Weapons Binome
1 x Grenadier w/MPRPG (TL2 Med. AT2/AP: 2(L)
1 x Gunner w/LMSAW (TL2 Lt. AP:1)

ANG Main Force Fireteam
1 x Rifle Binome
1 x Weapons Binome

ANG Main Force Section (Groupes de Combat)
1 x Chef de Combat (Section Leader) w/FAMAS CR*
1 x Asst. Chef de Combat (Asst. Section Leader) w/FAMAS CR**
1 x Caporal w/FAMAS CR ***
3 x Fireteams
* Commands Fireteam 1
** Commands Fireteam 2
*** Commands Fireteam 3

ANG Main Force Weapons Squad
1 x Chef de Combat (Section Leader) w/FAMAS CR
1 x Gunner w/MAG 90 GPMG (Med. Support)
1 x Assistant Gunner w/FAMAS CR
2x Riflemen w/FP-3 (Sniper Team)

ANG Main Force Platoon HQ Squad
1 x Platoon Leader w/FAMAS CR
1 x Platoon Sgt. w/FAMAS CR
1 x Platoon Communications Specialist w/FAMAS CR
2 x Riflemen w/FAMAS CR
1 x VAB

ANG Main Force Platoon
1 x ANG Platoon HQ Squad
3 x ANG Sections
1 x ANG Weapons Squad

French Foreign Legion Platoon

Troop Quality: D8–D10
Morale: D8–D12
Confidence Level: Confident to High
Supply Quality Level: Poor to Normal
Overall Tech Level: 2–3
On Grid? Sometimes (TL3)
Armor: Hard Armor (2D)

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Pointman*
- *Indigenous Scout*
- *Old School*
- *Medic*

Special Gear Descriptions:

FAMAS ACR (Advanced Combat Rifle): Standard assault rifle of the French Army and French Foreign Legion. Selective fire, chemically cooled rifle chambered for .30 caliber caseless ammunition. Equipped with advanced optics, HUD link, gun camera and TAG (Target Acquisition and Guidance – a target designator for air, artillery, or orbital strikes) unit. ***(TL2 Small Arms)***

MINIMI Advanced Squad Automatic Weapon (A-SAW): The Minimi A-SAW is a fully-automatic, chemically cooled weapon chambered for .30 dual propellant ammunition. The weapon is factory fitted with an Advanced Combat Sight and Optimizer (ACSO) which provides its gunner with sophisticated optics and a basic but highly specialized expert program that varies the weapon's rate of fire and propellant charge to maximize suppression and generate appropriate penetration for the target being engaged. ***(TL3 Lt. ABW AP:1)***

LRAC (Lance-Roquettes Anti-Char) 98: Standard man portable light assault missile system. The LRAC 98 uses dual-purpose missiles that are effective in both anti-tank and anti-personnel roles. ***(TL3 Med. AP:2/AT:2(M)***

Hecate IX AMR (Anti-Material Rifle): The Hecate IX AMR is analogous to the US produced M9 GAT (Gauss Anti-Tank Rifle). Like the M9 GAT, the Hecate IX AMR is a man-portable rail-gun capable of propelling a .40 caliber at hyper-velocities. This weapon has been used successfully in a sniper role, anti-material role, and in defense against light armored vehicles and Armored Fighting Suits (AFS). ***(TL3 Med. GWS AP:2/AT:2M)***

Nemesis RAC: This man portable AT launcher utilizes a launch system with advanced sensors and targeting capabilities. The rocket itself is a fire and forget advanced ATGM. ***(TL3 ATGM AP:4/AT:5(H) Deck Attack)***

MULE (Multipurpose Logistics Vehicle): This wheeled, semi-autonomous UGV (Unmanned Ground Vehicle) is used to carry supplies to fireteams in the field and, in an emergency, to carry wounded to a CASEVAC point. The MULE is equipped with a Basic Life Support AI to assist in its role as an impromptu ambulance.

FFL Section de Combat

1 x Groupe Commandement (HQ Squad)
1 x Groupe Appui Anti Char (AT Squad)
3 x Groupes de Combat

FFL Groupe Commandement
1 x Lieutenant w/FAMAS ACR
1 x Sergent w/FAMAS ACR
1 x Communications Tech w/FAMAS ACR
2 x Marksmen w/ Hecate IX AMR (TL2 Med. AGW AP:2/AT:2(M)

FFL Groupe Appui Anti Char
1 x Caporal w/FAMAS ACR
2 x AT Teams
  2 x Gunners w/Nemesis RAC (TL3 ATGM AP:4/AT:5(H) Deck Attack)
  2 x Ammo Bearers w/FAMAS ACR

FFL Groupe de Combat
1 x Chef de Combat w/FAMAS ACR
1 x Asst. Chef de Combat w/FAMAS ACR
2 x FFL Scout Fireteams
  1 x VBL
  2 x Rifle Binome
    2 x Riflemen w/FAMAS ACR
  1 x Weapons Binome
    1 x Gunner w/Minimi A-SAW (TL3 Lt. ABW AP:1)
    1 x Grenadier w/LRAC 98 (TL3 Med. AP:2/AT:2(M)

United Arab Emirates

UAE Airborne Platoon

Troop Quality: D8–D10
Morale: D10
Confidence Level: Confident to High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? Sometimes (TL2)
Armor: Hard (2D)

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Medic*

Special Gear Descriptions:

L-79A6 ACR (Advanced Combat Rifle): An evolutionary upgrade of the venerable L-79 .35 caliber assault rifle from

British service. The weapon was replaced by the EK-L4a3 in 10mm four years ago. The L-79 was a popular weapon however, reliable and practically soldier-proof that more than a few armies swore by, including the UAE. The weapon has been continually upgraded over the years by RSAF to keep the weapon up to current standards. It more than holds its own with newer designs and has a serviceable optical interface scope system that includes HUD link, TAG and a 30mm grenade launcher.

L-80 SAW: A heavy barrel version of the L-79 with a quick change barrel, a bipod and an advanced cooling system coupled with a higher cyclic rate and modification to allow for feeding from 300 round "assault packs".

RPG-150: The standard Russian made man-portable light anti-tank rocket launcher. The system has options for HE, Thermobaric and SEFOP warheads.

Mle 70 UEMA: An autonomous medical retrieval unit of French design. The Mle 70 is an example of the previous generation of AMU technology. It's a bit slower and less able to negotiate obstacles than current designs.

UAE Airborne Platoon

UAE Airborne Fireteam
1 x Fireteam TL with L-79
1 x Gunner with L-80 (TL2 Lt. AP:1)
1 x Gunner with RPG-150 (TL2 Med. AP:2/AT:2(M)
1 x Rifleman with L-79

UAE Airborne Squad
1 x Squad Leader with L-79
2 x UAE Airborne Fireteams

UAE Airborne Platoon HQ
1 x Platoon Leader with L-79
1 x Platoon Sergeant with L-79
1 x Tech with L-79
1 x Gunner with L-80 (TL2 Lt. AP:1)
2 x Mle 70 UEMA

UAE Airborne Platoon
3 x UAE Airborne Squads
1 X UAE Airborne Platoon HQ

UNITED STATES OF AMERICA

The armed forces of the United States of America represent the bleeding edge of military development. Since the middle of the 20th century, America's civilian culture has been resoundingly risk averse. American military planners have turned to technology to provide as close to bloodless victories as possible. Wherever possible, robots or drones are sacrificed instead of human lives. This approach is most evident in the US Army and US Navy (wet & vacuum). The US Marine Corps, as befits its long history of doing more with less, still relies heavily on flesh and blood troops.

US Army Light Infantry Platoon

Troop Quality: D8–D10
Morale: D8–D10
Confidence Level: Confident to High
Supply Quality Level: Normal to Abundant
Overall Tech Level: 3
On Grid? Yes (TL3)
Armor: Light Body Armor (1D)

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Advanced Sensors*
- *Medic*



Joint operations during the 3rd Glory War often saw USMC Perkins and US Army Patton tanks on joint patrol (photo: Dana Boggs-Drake, miniatures: GZG & Khurasan)



[The "Doc"]

Special Gear Descriptions:

M1 ACR (Advanced Combat Rifle): Standard assault rifle of US forces. Selective fire, chemically cooled rifle chambered for .30 caliber binary-propulsion ammunition. Equipped with advanced optics, HUD link, gun camera and TAG (Target Acquisition and Guidance – a target designator for air, artillery, or orbital strikes) unit.

MPGL (Multi-Purpose Grenade Launcher, TL3 Med. AP:2/AT:2(M): Standard grenade launcher for the US Army. Magazine fed, semi-automatic grenade launcher firing 30mm grenades, including anti-personnel flechette rounds, HE rounds, and RAAT (Rocket Assisted Anti-Tank) rounds.

AGP: Autonomous Gun Platform with mission specific load-out.

MPPC (Multi-Purpose Plasma Cannon, TL3 Hvy. EWS AP:3/AT:3(H): Standard medium plasma support weapon for US forces. Highly effective in both anti-personnel and anti-tank mode.

AMU (Autonomous Medical Unit, a.k.a., Care Bear): An autonomous medical robot that can provide advanced life-saving support to wounded troops and/or bear them to a CASEVAC point for more advanced care.

MULE (Multipurpose Logistics Vehicle): This wheeled, semi-autonomous UGV (Unmanned Ground Vehicle) is used to carry supplies to fireteams in the field and, in an emergency, to carry wounded to a CASEVAC point. The MULE is equipped with a Basic Life Support AI to assist in its role as an impromptu ambulance.

M41 GPMG (General Purpose Machine Gun, TL3 Med. GWS AP:2): Standard GPMG of US forces. Chemically cooled, magazine fed, full automatic weapon chambered for .30 caliber binary propellant ammunition.

M9 GAT (Gauss Anti-Tank Rifle, TL3 Med. GWS AP:2/AT:2(M): Standard Anti-Tank rifle of US forces. Man-portable rail gun which fires a .40 caliber, super-dense penetrator at hyper-velocities. Capable of one shot kills on AFS (Armored Fighting Suits) and causing combat ineffectiveness for full sized AFVs (Armored Fighting Vehicles). Sometimes also deployed by sniper teams.

US Army Light Infantry Platoon

1 x US Army Lt. Infantry Platoon HQ Squad
3 x US Army Lt. Infantry Squads
1 x US Army Lt. Infantry Weapon Squad

US Army Light Infantry Platoon HQ Squad
1 x Platoon Leader w/M1 ACR
1 x Platoon Sgt. w/M1 ACR
1 x Platoon Battlenet Tech w/M1 ACR
2 x Riflemen w/M1 ACR
1 x MULE Command Variant w/3 x Small Sensor Drones
1 x Medic w/M1 ACR
1 x AMU (Autonomous Medical Unit)

US Army Light Infantry Squad
1 x Squad Leader w/M1 ACR
1 x MULE
2 x US Army Light Infantry Fireteams
1 x US Army Light Infantry AGP Contact Fireteam

US Army Light Infantry Rifle Fireteam
1 x Fireteam Leader w/M1 ACR
1 x Rifleman/Technician w/M1 ACR
1 x Gunner w/SAW (TL3 Lt. ABW AP:1)
1 x AGP w/launcher (TL3 Med. AP:2/AT:2(M)

US Army Light Infantry AGP Contact Fireteam
4 x Light AGPs w/M41 GPMG (TL3 Med. ABW AP:2)
1 x Support AGP w/MPPC (TL3 Hvy. EWS AP:3/AT:3(H)

US Army Light Infantry Weapons Squad
1 x Squad Leader w/M1 ACR
4 x AGP w/Mission Load Out – Either M41 GPMG (TL3 Med. ABW AP:2) or MPPC (TL3 Hvy. EWS AP:3/AT:3(H)



A USMC M70 Perkins assists dismounts in securing a DPRG refinery station on Glory (photo: Piers Brand, miniatures: GZG)

2 x Gunnery Techs w/M1 ACR
3 x MULEs

Company Level Savants

The US Army is unique in its use of Savants. Savants are special individuals who are capable of absorbing, retaining, and synthesizing combat data. In the event of a Grid outage, a Savant can take on many of its capabilities via conventional communications.

If a scenario or US Army force description indicates the presence of a Savant at company level or lower, all US units in the force are immune to the effects of Grid Loss with the exceptions of the inability to utilize BLOS, SFAD, or SFAT.

US Army Special Forces Operational Detachment Alpha (ODA)

Troop Quality: D10–D12
Morale: D10–D12
Confidence Level: High
Supply Quality Level: Normal to High
Overall Tech Level: 3
On Grid? Yes (TL3)
Armor: Light Body Armor + Skeletal Augmentation (2D)

Typical Unit Attributes:

- *Advanced Life Saving Capabilities*
- *Skeletal Augmentation*
- *Active Trauma Treatment Nanites*
- *TL3 Augmented Senses*
- *Old School*
- *TL3 Stealth*

Following centuries old tradition, ODA's are 12 man teams organized to split into two six man teams as needed. All members are specialized in a specific military task, (demolitions, medicine, weapons, etc.), but extensive cross training (and the use of expert programs when needed) mean that the loss of a specialist is blunted by redundancy of capability.

ODAs also have team specialties, such as hot drops, zero-g combat/vacuum combat, urban warfare, etc. There are typically six ODAs per Special Forces company.

A typical ODA split into two teams is presented below. In this example, the ODA is supported by a pair of TACs. Note that it is not unusual for Special Forces operators to split into smaller teams of four, three, or two in order to accomplish specific mission tasks.

ODAs routinely have access to practically any special weapon or gear that might be required for a mission.

Special Gear Descriptions:

M1H ACR (Advanced Combat Rifle/GL (TL3 Lt. ABW AP:1): Standard assault rifle of US forces, modified for use by Special Forces. Selective fire, chemically cooled rifle chambered for .30 caliber binary-propulsion ammunition. An under-slung 20mm grenade launcher has been added to the weapon. Equipped with advanced optics, HUD link, gun camera and TAG (Target Acquisition and Guidance – a target designator for air, artillery, or orbital strikes) unit. The M1H rifle is suppressed. While the grenades it launches create a racket, the launcher itself is whisper quiet.

US Army Special Forces ODA

ODA Team One

1 x ODA Detachment Commander w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x ODA Team Sgt. w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x Weapons Sgt. w/SAW (TL3 Lt. ABW AP:1)
1 x Medical Sgt. w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x Engineering Sgt. w/Laser sniper rifle (Designated Marksman – can be split from unit with another member as a spotter to act as a Sniper Team)
1 x Communications Sgt. w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x USAF or Navy CCT w/M1H ACR/GL (TL3 ABW Lt. AP:1)

ODA Team Two

1 x ODA Asst. Detachment Commander w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x ODA Intel Sgt. w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x Weapons Sgt. w/SAW (TL3 Lt. ABW AP:1)
1 x Medical Sgt. w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x Engineering Sgt. w/Laser sniper rifle (Designated Marksman – can be split from unit with another member as a spotter to act as a Sniper Team)

1 x Communications Sgt. w/M1H ACR/GL (TL3 ABW Lt. AP:1)
1 x USAF or Navy CCT w/M1H ACR/GL (TL3 ABW Lt. AP:1)

USMC Rifle Platoon

Troop Quality: D8–D10
Morale: D8–D12
Confidence Level: Confident to High
Supply Quality Level: Poor to Normal
Overall Tech Level: 2
On Grid? Sometimes (TL3)
Armor: Hard Armor (2D)

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Advanced Sensors*
- *Medic*
- *Old School*

Special Gear Descriptions:

M1 ACR (Advanced Combat Rifle): Standard assault rifle of US forces. Selective fire, chemically cooled rifle chambered for .30 caliber caseless ammunition. Equipped with advanced optics, HUD link, gun camera and TAG (Target Acquisition and Guidance – a target designator for air, artillery, or orbital strikes) unit.

M233 SAW (Squad Automatic Weapon): Standard Squad Automatic Weapon for US forces. Similar to M1ACR but with heavier barrel, increased cooling and magazine capacity.

Mk. 17 SLAM (Shoulder Launched Light Assault Missile): Standard man-portable light assault missile system. May fire anti-personnel HE rounds, thermobaric rounds, and advanced HEAT rounds. This weapon is sometimes called a "bazooka" by Marines.

AMU (Autonomous Medical Unit, a.k.a., Care Bear): An autonomous medical robot that can provide advanced life-saving support to wounded troops and/or bear them to a CASEVAC point for more advanced care.

MULE (Multipurpose Logistics Vehicle): This wheeled, semi-autonomous UGV (Unmanned Ground Vehicle) is used to carry supplies to fireteams in the field and, in an emergency, to carry wounded to a CASEVAC point. The MULE is equipped with a Basic Life Support AI to assist in its role as an impromptu ambulance.

USMC Rifle Platoon

USMC Rifle Fireteam
1 x Fireteam Leader w/M1 ACR
1 x Gunner w/M233 SAW (TL3 Lt. AP:1)
1 x Gunner w/Mk 17 SLAM (TL3 Med. AP:2/AT:2(M)
1 x Riflemen w/M1 ACR

USMC Rifle Squad
1 x Squad Leader w/M1 ACR
1 x AMU
1 x MULE
3 x USMC Rifle Fireteams

USMC Rifle Platoon HQ Squad
1 x Platoon Leader w/M1 ACR
1 x Platoon Sgt. w/M1 ACR
1 x Platoon Battlenet Tech w/M1 ACR
1 x Riflemen w/M1 ACR
1 x MULE Command Variant

USMC Rifle Platoon
1 x USMC Rifle Platoon HQ Squad
3 x USMC Rifle Squads

USMC AFS Platoon

1 x Platoon Leader in M2G Suit
1 x M2G
2 x M2H

DPRG LIGHT VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/ Notes	Description
Chungul Kae (Bush Dog) Scout Car	2	L	W	Turret mounted HMG (TL 2 Hvy. Support: AP:4/AT:1(L)		3D8	2D8	2D6	1D6	1 + 4	If one passenger doesn't remain with vehicle to man the gun, the vehicle can move *or* fire in a turn ***TL2 Armor & Sensors Amphibious***	This rugged little vehicle is the basic scout car for the DPRG. The Bush Dog performs quite well in off-road conditions, but its motor is notorious for a high-pitched whine that its operators find quite irritating.
Type 88 "Shouting Dragon" APC	2	L	T	Dual 10mm Rapid Pulse Fusion gun (TL3 Med. EWS AP:3/AT:3(L)		3D8	2D8	2D6	1D6	3 + 13	***TL2 Armor & Sensors Amphibious TL2 Detonation Field***	The Type 88 is a cheaper version of the Brazilian "Leão I" tracked IFV. In place of the Leão I's advanced composite armor, the Type 88 utilizes a basic composite armor that has the advantage of being manufactured locally by the DPRG. The APC's sensor suite is also a local product and is quite rudimentary in capability. The very fine twin "Carabina" pulse fusion guns make up for some of the vehicle's other shortcomings.
Type 80 "Fighting Boar" APC	2	L	W	25mm Autocannon (TL2 AP:4/AT:2(L)		3D8	2D8	2D6	1D6	2 + 13	***Amphibious TL2 Armor & Sensors*** Can be ***Up Armored***, but loses ***Amphibious***	Interarms of South Africa exports this sturdy APC, which they call "Badger," to several nations on Earth as well as several colonies, including both the DPRG and the Republic of Arden. The Badger is available in command and mobile gun configurations as well. The Badger was based on the French VAB and is virtually indistinguishable from that vehicle.
Type 80 "Roaring Boar" MGS	2	L	W	200mm Cannon (TL2 AP:6/AT:5(H)	3D	3D8	2D8	2D6	1D6	4	***Amphibious TL2 Armor & Sensors Heavy Hitter Enhanced Fire Control***	Mobile Gun System variant of the Badger.

DPRG SOFT-SKIN VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/ Notes	Description
Shung-Na-So-Mae (Angry Hawk) Troop Carrier	1	S	W	GPMG (TL 2 Med. AP:3)		2D6	2D6	2D6	1D6	1 + 13	*TL1 Armor* *TL1 Sensors*	The Angry Hawk is the standard "battlefield bus" of the DPRG. Supplanted by the Shouting Dragon, the Angry Hawk is primarily used by DPRG reserve and militia forces.
Shung-Na-So-Mae (Angry Hawk) Gun Carrier	1	S	W	Bool-Sae (Phoenix) TL2 MLRS (Hvy. Support, AP:8/AT:6(H) 6" radius)		2D6	2D6	2D6	1D6	5	*TL1 Armor* *TL1 Sensors*	The gun carrier version of the Angry Hawk is sometimes referred to as the "Angrier Hawk." It carries a basic MLRS system and the crew to operate it. The Angry Hawk G sees widespread use as a fire support vehicle throughout the DPRG.

DPRG HEAVY VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
Chonma-ho (Pegasus) III MBT	1	H	T	100mm Main Gun (TL2 ABW AP:4/AT:4(H)	3D	3D10	2D10	1D8	1D6	3	Obsolete *TL1 Armor & Sensors* *TL 1 APD*	The Pegasus III was the DPRG's first successful home-grown AFV. It was based on an Interarms SA design, but modified to suit DPRG manufacturing capabilities. Although under-gunned and lightly armored by Terran military standards, it proved very effective against Republic of Arden light AFVs. It is still in wide use by DPRG reserve and militia units.
Chonma-Ho IV MBT	2	H	T	140mm Fusion Gun (TL2 EWS AP:6/AT:5(H)	4D	4D12	3D12	2D10	2D8	3	*TL 2 APD* *TL2 Armor & Sensors* *Improved MGs* *Advanced Sensors (TL2)* *Heavy Hitter*	The Pegasus IV MBT benefited from the DPRG's technological exchange with Brazil and is a respectable modern AFV. The vehicle is well loved by its crewmen, who boast of its solid performance and minimal breakdowns. This is the tank that began to turn the tide against the Republic of Arden.
Dear Leader I Heavy Battle Tank	2	H	T	130mm Railgun (TL2 GWS AP:4/AT:5(H)	4D	5D12	4D12	3D10	2D8	4	*Advanced Sensors (TL2)* *TL2 Armor & Sensors* *Advanced Conventional Armor (TL2)* *Save Haven* *Up Armored AFV* *Slow Turret* *ERA Equipped* *Advanced MGs*	The Dear Leader I was the dream-child of the DPRG's Supreme Leader, Life President Ahn Joong Pil and its development was a requirement for the DPRG's entry into the NEU. Brazilian engineers were able to temper the President's exuberance with solid design and succeeded in creating an effective if somewhat ponderous fighting vehicle. Due to its expense, it was produced in relatively small numbers, but coupled with the Pegasus IV it helped the DPRG balance out the Republic of Arden's technological advantage.

Dear Leader 2 Heavy Grav Tank	2	H	G2	130mm Railgun (TL2 GWS AP:4/AT:5(H)	4D	5D12	4D12	3D10	2D8	3	*Advanced Sensors (TL2)* *TL2 Armor & Sensors* *Advanced Conventional Armor (TL2)* *Save Haven* *Up Armored* *Life Saver* *TL2 APD* *ERA Equipped* *Advanced MGs*	The Dear Leader II heavy grav tank is manufactured in Brazil and exported to NEU member states. Operated in Brazil under the designation "Leopardo II," the Dear Leader II is a potent, modern AFV. It is capable of hot drops with the addition of ablative shields. A small number of Dear Leader IIs were delivered to the DPRG after French intervention in the Second Glory War.
Sana-Oon Sa-Ja (Fierce Lion)	2	H	G2	Pulse Laser (TL2 AP:4D/AT:5D(H)	4D	4D12	3D12	2D10	2D8	3	*Advanced Sensors (TL2)* *TL2 Armor & Sensors* *Save Haven* *Up Armored* *TL2 APD* *ERA Equipped* *Advanced MGs*	Sturdy, functional, and easy to maintain, the Jaguar IV Grav Tank is the mainstay of NEU forces. Substantial numbers of Jaguar IVs were delivered to the DPRG following the French intervention in the Second Glory War.

FRANCE

FRENCH SOFT-SKIN VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
VBL (Véhicule Blindé Léger)	2	S	W	*Option 1:* 12.7mm HMG (TL2 Hvy. AP:4/AT:1(L) *Option 2:* GPMG (TL2 Med. AP:3) ATGM (TL2 Hvy. AP:4/AT:4(H)	N/A	2D6	2D6	2D6	1D6	2+3	*Remote Control* *TL2 Armor & Sensors* *Up-Armored Soft-Skin*	Some form of the VBL has been in service with French forces since before the Interstellar Age. These vehicles are used for scout cars, basic transport, and (if equipped with an ATGM launcher) AT vehicles.

FRENCH LIGHT VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
VAB (Véhicule de l'Avant Blindé)	2	L	W	M3 Rapid Pulse Plasma Cannon (TL2 Med. EWS AP:4/AT:3(L)	3D	3D10	2D10	2D8	1D8	2 + 8 to 10	*Amphibious (Can be upармored, but lose Amphibous capability)* *TL2 Armor & Sensors* The VAB is the The	VAB is the workhorse APC of French forces. Older models are also exported to colony worlds and friendly nations.

FRENCH HEAVY VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
Destrier II MBT	3	H	G2	High Energy Laser (TL2 LWS AP:5/AT:5(H) Gauss HMG (TL2 Hvy. ABW AP:4/AT:2(L)	(TL3) 4D	(TL3) 4D12	(TL3) 3D12	(TL3) 3D10	(TL3) 2D8	4	*Heavy Hitter* *Improved MGs* *TL 3 Armor, TL2 Sensors* *Safe Haven* *Detonation Field (TL2)* *Stealth (TL2)* *Advanced Sensors (TL2)* *Energy Resistant Armor (TL2)*	The Destrier II is considered the first successful "2nd generation" AG tank design and is still used extensively in second line French formations. It is considered by many to be the best AFV of its generation.
Destrier III MBT	3	H	G3	180mm Fusion Gun (TL3 AP: 6D/AT:7D (H) Gauss HMG (TL3 AP:4/AT: 2(L)	(TL3) 6D	(TL3) 5D12	(TL3) 4D12	(TL3) 4D10	(TL3) 3D8	4	*Heavy Hitter* *Up-Armored AFV* *TL3 Armor, TL2 Sensors* *Energy Resistant Armor (TL3)* *Safe Haven* *Life Saver* *Advanced Sensors (TL3)* *Stealth (TL3)* *Detonation Field (TL3)* *Back-Up AI* *APD (TL3)* The Destrier III was	built as a direct response to the US Perkins MBT. The French, who had sat on their laurels while the Destrier II became increasingly long in the tooth, were startled by the improvements in the Perkins and vowed to restore the Destrier to pre-eminence. Their efforts paid off. While the Destrier III may not be superior in all ways to the Perkins, it is certainly its equal on the battlefield.

REPUBLIC OF ARDEN

REPUBLIC OF ARDEN LIGHT VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
Desaix Myrmidon	2	L	W	12.7mm HMG (TL2 Hvy. ABS AP:4/AT1(L)		3D8	2D8	2D6	1D6	2 + 8	*Hardened* *TL2 Armor & Sensors* *Amphibious*	The Myrmidon APC was developed by Desaix Arms, an indigenous arms company based in the Republic of Arden. The Myrmidon was a cheaper alternative to the Badger and roughly equivalent in capability. It was used extensively by the French Foreign Legion during the Second Glory War.

REPUBLIC OF ARDEN HEAVY VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
Desaix Gaul II MBT	2	H	T	120mm Fusion Gun (TL2 EWS AP:5/AT:4(M)	3D	4D10	3D10	2D8	2D6	3	*Hard Hitter* *TL2 Detonation Field* *Slow Firing Weapon* *TL1 Armor & Sensors* *TL1 APD*	Like the DPRG Chonma-Ho, the Desaix Gaul II MBT is based on an Interarms SA design, but is produced locally by Arden's Desaix Arms. The Gaul had a significant technological advantage over DPRG armor until the intervention of Brazil and the NEU.

UNITED STATES

US MEDIUM VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
M4 Erix APC	3	M	V	20mm Pulse Laser (TL2 AP:4/AT:2(L)	(TL2) 3D	(TL3) 3D10	(TL3) 3D10	(TL3) 3D10	(TL3) 3D10	2+9	*VTOL* *TL3 Armor & Sensors* *Life Saver* *Detonation Field (TL3)* *Advanced Conventional Armor* *Advanced Sensors (TL3)*	The M4 Erix Direct Thrust APC was initially developed by the USMC for use in actual maritime landing operations. The boxy little APC proved very useful for "fast in/fast out" raids and general operations on worlds with enough atmosphere for the Erix DT engines to "bite" and was far cheaper and easier to maintain than more expensive grav vehicles. The Erix has become a symbol for the Corps, despite the fact that they are steadily being replaced by M2A2 Ramirez IFVs.
M2A2 Ramirez IFV	3	M	G3	20mm Pulse Laser (TL2 AP:4/AT:2(L)	(TL2) 3D	(TL3) 3D10	(TL3) 3D10	(TL3) 3D10	(TL3) 3D10	3+10	*Life Saver* *TL3 Armor & Sensors* *Detonation Field (TL3)* *Advanced Conventional Armor* *Advanced Sensors (TL3)*	This advanced anti-grav vehicle is the standard IFV for the US Army and is in wide use by other members of the Organization of Progressive States. Fondly referred to as "Rams" by US mechanized infantry.

US HEAVY VEHICLES

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
M70 "Perkins" MBT	3	H	G3	180mm Fusion gun (TL3 EWS AP:6/AT:5(H) Gauss HMG (TL3 Hvy. ABW AP:4/AT:2(L)	(TL3) 4D	(TL3) 4D12	(TL3) 3D12	(TL3) 3D10	(TL3) 2D8	4	*Heavy Hitter* *Improved MGs* *TL3 Armor & Sensors* *Safe Haven* *Detonation Field (TL3)* *Stealth (TL3)* *Advanced Sensors (TL3)* *Energy Resistant Armor (TL3)*	The M70 Perkins MBT is the latest generation of anti-grave tanks adopted for use by the USA. The Perkins has replaced all earlier model tanks in the US Army and has been adopted for use by several OPS members. The tank is used in more limited numbers by the USMC, but the Corps is expected to convert completely Perkins based armor formations within the decade. Most US tankers refer to the Perkins as the "Papa" or "Big P."
M88 "Patton" MBT	3	H	G3	180mm Fusion gun (TL3 EWS AP:7/AT:6(H)	(TL3) 6D	(TL3) 5D12	(TL3) 4D12	(TL3) 4D10	(TL3) 3D8	4	*Heavy Hitter* *Up-Armored AFV* *TL3 Armor & Sensors* *Energy Resistant Armor (TL3)* *Safe Haven* *Life Saver* *Detonation Field (TL3)* *Stealth (TL3)* *Advanced Sensors (TL3)* *Back-Up AI* *APD (TL3)*	The M88 Patton is the first generation "heavy assault tank." Designed specifically for orbital penetrations and exploitation of critical areas, the M88 is perhaps the most rugged, survivable AFV ever devised. It is armed with proven weapon systems from the M70 Perkins and equipped with advanced stealth and sensor suites. The M88 can even continue fighting if its crew has been incapacitated thanks to an emergency back-up AI. This AI acts as a fifth crewman under normal circumstances, normally tasked with target identification and electronic countermeasures, but can take control of all aspects of the tanks operation if necessary.

US ARMORED FIGHTING SUITS

Name	Tech Level	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes	Description
M2FS "Chesty"	2	L	S	M12 Rotary Gauss Gun (TL2 Hvy. GWS AP:5/AT:2(M) *Fire Support Version:* AGL (TL2 Hvy. AP:5/AT:1(L)		(TL2) 3D8	(TL2) 3D8	(TL2) 3D8	(TL2) 2D6	1	*Walker* *Hardened TL2 Armor, TL3 Sensors* *Advanced Fire Control* *Life Saver* *Detonation Field (TL3)*	The M2 "Chesty" Armored Fighting Suit has long been a mainstay of the USMC. Capable of zero-g and hostile atmospheric combat and compact enough for use on space stations, habitats, and aboard large starships, the M2 is also right at home slogging across planetary surfaces. With the addition of ablative shields, it can even be hot dropped into action.
M2FT "Pyro"	2	L	S	M3 Flame Projector (TL2 AP:6/AT:3(M), 10" range) GPMG (TL2 AP:4)		(TL2) 3D8	(TL2) 3D8	(TL2) 3D8	(TL2) 2D6	1	*Walker* *Hardened TL2 Armor, TL3 Sensors* *Advanced Fire Control* *Life Saver* *Detonation Field (TL3)*	The Pyro variant of the M2 was developed specifically for use during the Martian rebellion. Flame weapons were particularly terrifying in tunnels and habitats with enriched oxygen environments, especially when the vehicle and the troops supporting it were "fire-proof" and could function perfectly well without oxygen. To make matters worse, rebels were not safe from the Pyro's flames on the planet's oxygen starved surface thanks to the special fuel developed for use in the M3 Flame Projector.
M2AT "Gunslinger"	2	L	S	M2 Laser Cannon (TL2 AP:3/AT:4(M) GPMG (TL2 AP:4)		(TL2) 3D8	(TL2) 3D8	(TL2) 3D8	(TL2) 2D6	1	*Walker* *Hardened TL2 Armor, TL3 Sensors* *Advanced Fire Control* *Life Saver* *Detonation Field (TL3)*	The Gunslinger AT variant of the M2 was a natural development, and provides USMC units with an effective armored AT capability even when their Perkins tanks are not available.

	2	L	S							
M2EN "Boomer"				M19 Light MICLIC (TL2 Hvy. AP:8/AT:2(M) *(See Notes)* GPMG (TL2 AP:4) Manipulator Arm	(TL2) 4D8	(TL2) 4D8	(TL2) 4D8	(TL2) 3D6	1	*Walker* *Hardened* *TL2 Armor, TL3 Sensors* *Advanced Fire Control* *Life Saver* *Detonation Field (TL3)* *Up-Armored AFV* *Mine Resistant*

The M19 Mine Clearing Line Charge (MICLIC) is a rocket propelled line charge. When launched, it will produce an explosion that affects an area beginning 4" in front of the M2EN Boomer and extending 24" inches in a straight line. Any mines within 4" on either side of this line are detonated. Any units or vehicles within 4" on either side of the line are struck with an AP:8/AT:2(M) Firepower attack. The MICLIC may only be fired once per game. ***The M2EN's manipulator arm*** can be used to de-fuse mines or IEDs. The M2EN must be in contact with a mine/IED to defuse it. Make a Troop Quality check modified by the M2EN's Expert Program (TL3) vs. the mine's TL. On a successful roll, the mine/IED is defused and harmless. On a failed roll, it detonates, striking the M2EN and any other units within its blast radius with the appropriate strength Firepower attack. Since the USMC is often the first fighting force sent into any counter-insurgency conflict involving the US, the Boomer Engineer variant of the M2 was a natural development.

A Chungul Kae "Bush Dog" Scout Car (photo: Piers Brand, miniature: GZG)

A Chonma-Ho III MBT (photo: Piers Brand, miniature: GZG)

A single M88 Patton Tank covers the retreat of an RA National Guard column (photo: Shawn Carpenter, miniatures: Khurasan, Combat Wombat, & GZG)

APPENDIX 4: SCENARIOS

VICTORY POINTS

Since *Tomorrow's War* doesn't use point balanced armies, the typical "let's beat each other up and whoever has the most toys left standing wins" approach to matches really doesn't apply.

As stated previously, *Tomorrow's War* is a scenario driven game. As such, the winner or loser of a game is determined by the victory conditions of the scenario they are playing. Towards this end, each *Tomorrow's War* scenario includes a list of objectives or accomplishments that will garner one side or the other "victory points."

At the end of a game, victory points are totaled for both sides and the difference between those totals is used to determine who (if anyone) won and by how wide a margin:

MARGIN OF VICTORY TABLE

Difference of 0–4 points = Indecisive
Difference of 5–9 points = Marginal
Difference of 10–14 points = Decisive
Different of 15+ points = Total

SUGGESTED VICTORY POINT VALUES

Victory points are listed for individual scenarios, but the following list can be used as a general guideline for creating victory points for your own scenarios.

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down based on their relative importance in scenarios you write yourself.

REGULAR VICTORY POINTS

Major Objective Completed: 5pts
Minor Objective Completed: 2pts
Per Hot Spot Neutralized: 3pts
No Friendly POWs at Game End: 5pts
Per POW Captured: 1pt
Per Enemy Infantry Unit Reduced Below Half Strength: 1pt
Per Enemy Vehicle Disabled/Destroyed: 2pts
Per Enemy Tank Disabled/Destroyed: 3pts
Per Irregular unit Broken: 1pt

SCENARIO 1: THE ROAD TO HAPPY HOME

Colony World: Glory

Area: The Foix Gap, Between the Republic of Arden and the Democratic People's Republic of Glory

Year: 2288

In the spring of 2288, reports reached the Archenault provincial capital of a major disturbance in the contested territory of the Foix Gap between the Republic of Arden (RA) and the Democratic People's Republic of Glory (DPRG). A small group of Ardenois hunters and a survey team from Arden's Department of the Interior both reported the sounds of heavy gunfire and armored vehicles coming from the direction of Happy Home, a DPRG farm collective established two years ago on a site well within the area of the Foix Gap claimed by the RA, and, unhappily, a region that had recently seen an increase in armed banditry.

A cadre from the Foreign Legion's 2nd REP was in the area performing a training mission with Main Force National Guard units at the time, and so they and a squad of National Guardsmen were dispatched to perform a reconnaissance of Happy Home to determine the nature of the disturbance and render aid to the people of Happy Home if necessary.





Scenario Information

Duration of Game: 8 Turns

Initiative: Arden on Turn 1, Initiative tests on Turn 2+

Fog of War: Generated by Reaction Tests

Table Size: 4' x 6'

- **RA:** Starting point of RA troops. They are unloading from their vehicles in the village center and may not start inside a building
- **DPRG:** Entry edge for DPRG troops
- **1–3:** Location of civilian survivors from the earlier DPRG raid

Republic of Arden Mission

French Foreign Legion troops must make it into at least one building in Happy Home and spend a turn there gathering evidence. The more buildings they examine, the

"Hell is loose on the border, Lieutenant Desmarais. It was only a matter of time before one of these 'bandit groups' was bold enough to try their luck against a whole DPRG village." Captain Roux looked like he'd just bitten into one of the salted licorice candies the locals liked so much.

Desmarais nodded sourly. "Bandit Group" was the term used by the Arden government to describe the locally led Arden militias that were engaged in a low level guerrilla war against DPRG farm collectives encroaching on the Foix Gap. Captain Roux was right; it had only been a matter of time till things got out of hand.

Tension had been building for months since the DPRG's dictator, Ahn Joong Pil, had appeared on DPRG TV to rattle his saber and demand the immediate evacuation of "bandit interlopers" from the Foix Gap.

"I need you to take some of your men and a squad of these Guards to Happy Home and find out what happened. Take Depuy's Intel Team with you. Gather the best evidence you can. If these Ardenois 'bandits' have finally managed to pull off a real atrocity, I want them hung. If it wasn't them, I want to be able to prove it."

"Yes, sir! I'll see to it!"

better. If they encounter any survivors, they must escort them off the table alive.

Victory Points

- Per Building Intel Team Searches for Evidence: 3pts
- Per Civilian Survivor Escorted Off Board: 5pts
- Per DPRG Soldier POW: 3pts
- No Friendly POWs at Game End: 5pts
- Per DPRG Infantry Unit Reduced Below Half Strength: 2pts
- Per DPRG Vehicle Disabled: 2pts
- Per DPRG Vehicle Destroyed: 3pts

Arden Forces

French Foreign Legion Squad

Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No.
Body Armor: Hard Armor (2D)
Troop Quality/Morale: D8/D12

Cadre Squad
1 x VAB

Cadre Team 1
Lt. Desmarais w/FAMAS ACR
1 x Gunner w/Minimi A-SAW (TL3, Lt. AP:1)
1 x Grenadier w/LRAC 98 (TL3, Med. AP:2/AT:2(M)
1 x Rifleman w/FAMAS ACR

Cadre Team 2
Sgt. Messier w/FAMAS ACR
1 x Gunner w/Hecate IX AMR (Med. AP:2/AT:2(M)
2 x Riflemen w/FAMAS ACR

Intel Team
1 x VBL
Lt. Dupuy w/FAMAS ACR
Lt. Bardot w/FAMAS ACR

Ra Main Force National Guard Squads

Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No.
Body Armor: Light Body Armor (1D)
Troop Quality/Morale: D8/D10

Fireteam 1
1 x Chef de Combat w/FAMAS CR
1 x Gunner w/LMSAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
2 x Riflemen w/FAMAS CR

Fireteam 2
1 x Asst. Chef de Combat w/FAMAS CR
1 x Gunner w/LMSAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
2 x Riflemen w/FAMAS CR

Fireteam 3
1 x Caporal w/FAMAS CR
1 x Gunner w/LMSAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
2 x Riflemen w/FAMAS CR

DPRG Mission

Dear Leader has launched a new operation against the False Republic of Arden. Called "The Just March of Righteous Retribution," the operation's overall goal is the annexation of the entire Foix gap and as much of Arden's northwestern territory as possible. To justify a full scale military invasion of the gap and marshal public opinion on Earth in his favor, Dear Leader staged a fake "bandit attack" against the isolated farm collective of Happy Home and had evidence planted to confirm that the "bandits" were actually Special Ops troops from Arden.

Unfortunately the Special Services team sent in to stage the attack has bungled the job, leaving potential witnesses behind who could testify that the attack was launched by the DPRG and not the Republic of Arden. To set the situation right, your force must locate and capture or kill any civilian survivors remaining in or around Happy Home and prevent RA forces from recovering any evidence of DPRG involvement.

Victory Points

- Per Civilian Killed/Captured: 5pts
- RA Intel Team Killed: 5pts
- RA Intel Team Captured: 10pts
- Per RA soldier POW: 3pts
- No Friendly POWs at Game End: 5pts

Lt. Cho stood locked in a rigid position of attention as Capt. Yeung sat behind his desk, leisurely tapping information into a battered data-board. Cho was irritated by the Captain's obvious domination tactic but his face remained calm, implacable. He was from a more exalted family than Yeung, who was commonly known to be an orphan raised in one of Dear Leader's "Homes for Orphans without Parents" – in other words, orphanages for the children of executed political dissidents or traitors. It was to be expected that Yeung would feel the need to establish his superiority over a member of the Victorious Star Clan, the clan of Dear Leader himself!

When the Captain finally deigned to address Cho, he did so without preamble: "Lt. Cho, our comrades in Special Services have made a mess of things at Happy Home. When they ordered the farmers to evacuate, the half-witted peasants refused. The Special Services captain in charge of the operation ordered his men to open fire – there was a massacre."

"With respect, Captain, I would have followed the same course of action. Refusing an edict from Dear Leader is treason, and treason must be answered with swift and fatal justice. Your criticism of such a just and heroic action might be seen as a deplorable..."

"Fool! It is not the peasants Special Services killed that alarm me, it is those that they left alive! The idiots did not account for all the village's dead. Instead, they had a merry time shooting the village up and left when they ran out of targets. They didn't search the village or the surrounding fields."

"I accept your chastisement humbly, Capt. Yeung, and I share your disgust at the lack of zeal and rectitude shown by Special Services in this instance! Say the word and my best men and I will personally see to it that none of these treacherous villagers live to become a dupe of the False Republic of Arden!" The captain nodded and answered gruffly, "The names, images, and DNA profile of each of Happy Home's villagers has been uploaded into your personal databoard. Take three squads and make a final accounting of all of Happy Home's inhabitants!"

- Per RA Infantry Unit Reduced Below Half Strength: 2pts
- Per RA Vehicle Disabled/Destroyed: 2pts
- Per RA Tank Disabled/Destroyed: 3pts

DPRG Forces

Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No.
Body Armor: Light Body Armor (1D)
Troop Quality/Morale: D8/D10

Squad 1
1 x Type 88 "Shouting Dragon" APC
Fireteam 1A
Lt. Cho w/T-95 CR
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/T-95 CR

Fireteam 1B
1 x Fireteam Leader w/T-95 CR
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/T-95 CR

Squad 2
1 x Type 88 "Shouting Dragon" APC
Fireteam 2A
1 x Fireteam Leader w/T-95 CR
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/T-95 CR

Fireteam 2B
1 x Fireteam Leader w/T-95 CR
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/T-95 CR

Squad 3
1 x Type 88 "Shouting Dragon" APC
Fireteam 3A
1 x Fireteam Leader w/T-95 CR
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/T-95 CR

Fireteam 3B
1 x Fireteam Leader w/T-95 CR
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/MPRPG (Med. AP:2/AT:2(L)
1 x Rifleman w/T-95 CR

SCENARIO 2: THE LAST STAND AT RED RIDGE

Earth, Brazil, 2289

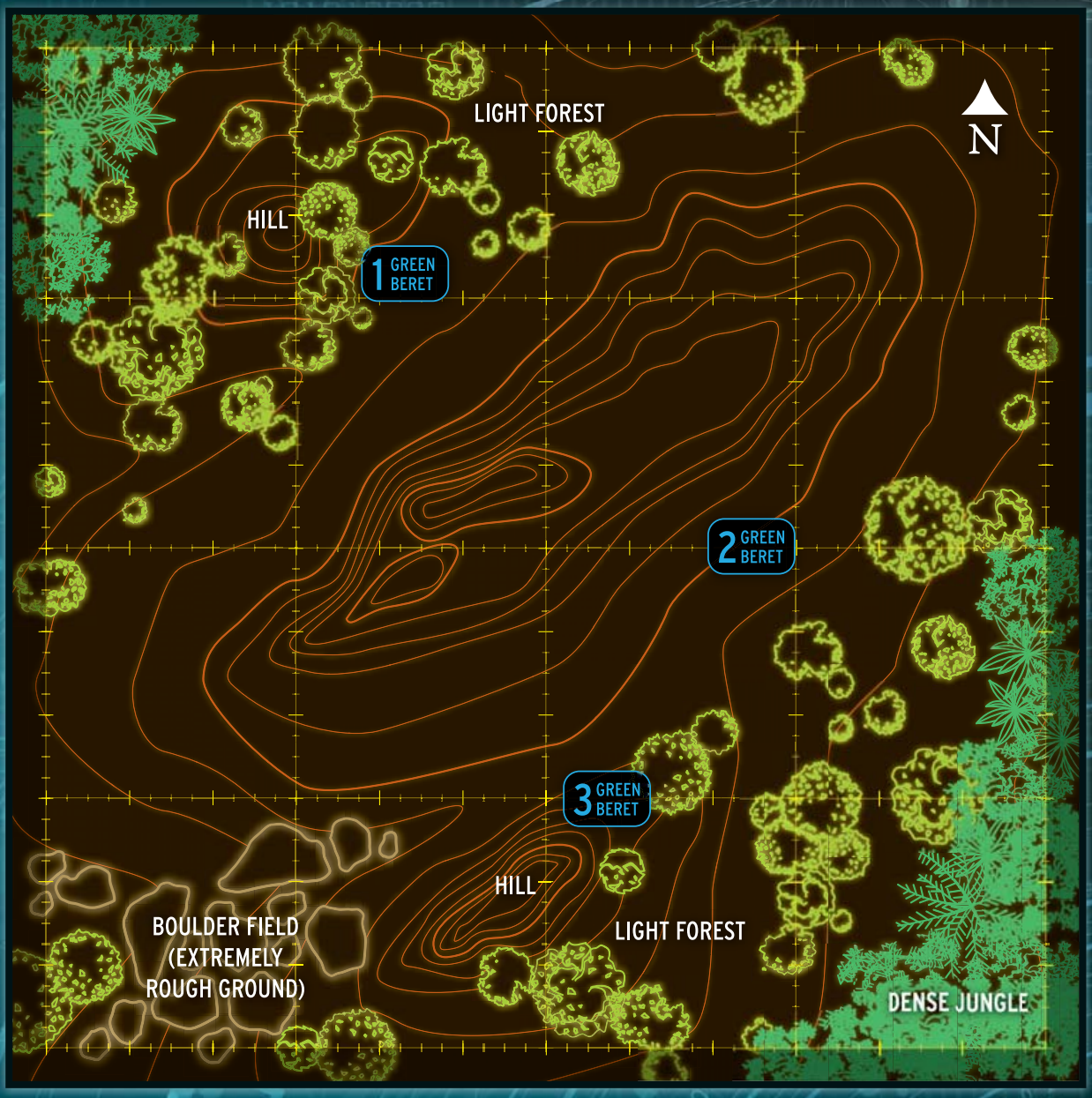
One of the most tragic and heroic actions of the First Interstellar War occurred when a Hot Drop by US Special Forces aimed at capturing a mobile ballistic missile platform in the jungles of Brazil went terribly awry. *USS Spruance*, the vessel performing the hot drop from low orbit, was struck by a proximity mine at the moment of launch, sending the ship into an uncontrollable yaw. Only the first six Green Berets left the ship on the correct entry track. The rest of the team burned alive entering the atmosphere at an incorrect angle or were sent skipping off the atmosphere and into the depths of space (the seventh member of the team that survived the mission was recovered after two days drifting in space in a severely damaged drop sleeve.

To add insult to injury, it was later determined that the ballistic missile platform was in fact a heavy mining vehicle.

The six operators who made it safely to Earth still grounded over ten miles from their intended landing zone – in the middle of the vast swath of rainforest which served as the home of one of Brazil's elite Home Defense Battalions. The Green Berets found themselves scattered by the shockwave of the mine detonation. Their team leader directed them to rally at a stony prominence that jutted above the jungle floor. The doomed team was closing in on the landmark now known as Red Ridge just as alert Brazilian patrols closed the noose around them. With no hope of exfiltration, the US operators made their stand. Most believed it was better to die fighting than face a Brazilian "de-briefing team."



[Look Before the Leap]



Scenario Information

Duration of Game: Play continues till all US troops are casualties or captured

Initiative: US for first two turns, test thereafter

Special Conditions: See Special Rules

Fog of War: Generated normally by Reaction Tests

Table Size: 4' x 4'

- **1-3:** Green Beret Starting Positions
- Brazilian Squads & Armored Car begin set up within 4" of their table edge:
  - Armored Car: North Edge
  - BHD Squad 1: West Edge
  - BHD Squad 2: South Edge
  - BHD Squad 3: East Edge

US Green Beret Mission

With the mission hopelessly broken, exfiltration impossible, and a strong enemy force closing in there is little to do but rally for a last stand and make the Brazilians pay for tangling with Green Berets.

US Green Beret Victory Points

- Per Turn after the first that any US figures are combat effective: 1pt.

US Green Beret Solutions

Forces

US Green Beret Basic Attributes
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 3
On Grid? No
Body Armor: TL2, Standard Powered Armor (3D)
Troop Quality/Morale: D8/D10

Group 1
1 x Fireteam Leader w/Gauss SAW (Lt. AP:1)
1 x Rifleman w/Gauss SAW (Lt. AP:1)

Group 2
2 x Gunner w/ Gauss SAW (Lt. AP:1)

Group 3
1 x Gunner w/Gauss SAW (Lt. AP:1) and Shoulder Launched Missile Pack (AP:4/AT:4(H)
1 x Rifleman w/Gauss SAW (Lt. AP:1)

Brazilian Home Defense Mission

Yankees have invaded the sovereign nation of Brazil! Track them down and capture them for delivery to one of our de-briefing teams if possible – if not, bring back their bodies and the combat cam footage from your helmets to prove this egregious violation of our borders truly occurred. Let none of the Yankees escape!

Victory Points

- Per American killed or seriously wounded: 1pt
- All Americans killed or Seriously Wounded by end of turn 3: 5pts
- All Americans killed or Seriously Wounded by end of turn 5: 3pts
- Per American POW: 3pts.

Brazilian Forces

Brazilian Basic Attributes
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No
Body Armor: TL2, Hard (2D)
Troop Quality/Morale: D8/D10

Brazilian Home Defense Force Squad 1
1 x Squad Leader
Fireteam 1A
1 x Fireteam Leader w/Gauss ACR
1 x Grenadier w/Gauss ACR & UGL (Lt. AP:1)
1 x Gunner w/ Gauss SAW (Lt. AP:1)
1 x Rifleman w/ Gauss ACR

Fireteam 1B
1 x Fireteam Leader w/Gauss ACR
1 x Grenadier w/Gauss ACR & UGL (Lt. AP:1)
1 x Gunner w/ Gauss SAW (Lt. AP:1)
1 x Rifleman w/ Gauss ACR

Brazilian Home Defense Force Squad 2
1 x Squad Leader
Fireteam 2A
1 x Fireteam Leader w/Gauss ACR
1 x Grenadier w/Gauss ACR & UGL (Lt. AP:1)
1 x Gunner w/ Gauss SAW (Lt. AP:1)
1 x Rifleman w/ Gauss ACR

Fireteam 2B
1 x Fireteam Leader w/Gauss ACR
1 x Grenadier w/Gauss ACR & UGL (Lt. AP:1)
1 x Gunner w/ Gauss SAW (Lt. AP:1)
1 x Rifleman w/ Gauss ACR

Brazilian Home Defense Force Squad 3
1 x Squad Leader
Fireteam 3A
1 x Fireteam Leader w/Gauss ACR
1 x Grenadier w/Gauss ACR & UGL (Lt. AP:1)
1 x Gunner w/ Gauss SAW (Lt. AP:1)
1 x Rifleman w/ Gauss ACR

Fireteam 3B
1 x Fireteam Leader w/Gauss ACR
1 x Grenadier w/Gauss ACR & UGL (Lt. AP:1)
1 x Gunner w/ Gauss SAW (Lt. AP:1)
1 x Rifleman w/ Gauss ACR

1 x TL3 Armored Car

TL3 IFV
Class: Medium
Type: Anti-Grav
Basic TL: 2
Weapon TL: 2
Armor TL: 3
Sensor TL: 2
Front Armor: 3D10
Side Armor: 2D10
Rear Armor: 2D8
Deck Armor: 1D6
Main Gun; Rotary Laser Gun
AT Value: 2D
AP Value: 4D
Secondary Weapon: Gauss LMG
AT Value: 0D
AP Value: 4D
Crew: 3 (Lt. Body Armor, SMGs)
Attributes & Notes:
Lifesaver
Improved MGs
Safe Haven

Special Rules

Red Ridge

The slopes of Red Ridge are littered with fallen boulders and cut by deep gullies and pits – any unit on the Ridge can claim Solid Cover.

The Boulder Field

The boulder field at the foot of Red Ridge is Extremely Rough Ground which reduces infantry movement to Tactical speed only. Units within the boulder field can claim Solid Cover.

Take Him Alive!

Brazilian units can capture US figures through Close Assault (as usual) or by coming into cohesion with an unaccompanied US casualty.

You'll Never Take Me Alive!

When a Green Beret is about to be captured (either in Close Assault or as an unaccompanied casualty), make a Troop Quality test for the figure. If the test is passed, the figure triggers suicides by triggering a belt of grenades and the unit trying to capture him suffers a 3D Firepower attack. If the figure fails the test, it is captured and becomes a POW.

Scenario 3: The Big Suck

Richter's Moon, 30 April 2295

Richter's Moon is actually a small planetoid in the asteroid belt of the Johnston system. The planetoid was discovered by Alfred Richter, co-founder of the Johnston Corporation, during a follow-up survey of the system. When Richter was forcibly expelled from the corporation by Aaron Johnston, he contended that Richter's Moon, which was rich in mineral wealth, belonged to him. As the court battle over the moon ground on for years back on Earth, Richter continued to occupy the moon and realize profits from expanding mining operations. When it became clear that Richter was likely to win based on the simple principle of possession, Johnston Corporation took the unprecedented step of hiring professional mercenaries (Apex Solutions) to evict the "squatters" from "their" moon.

Unfortunately, Johnston Corp. and their mercenary commanders underestimated the strength of Richter's security force and what they believed would be a rapid strike ending in quick surrender soon proved to be a small but costly "stand-up" fight.



Scenario Information

Duration of Game: 6 Turns
Initiative: Apex for turn 1, test thereafter.
Special Conditions: Light Gravity, Vacuum Atmosphere
Fog of War: Generated normally by Reaction Tests
Table Size: 2' x 2'

Apex Mission

The objective is Richter Mining's main power generator. Capturing the generator will force most of the mining operation to close down as emergency generators can only support life support. It's important to do as little damage as possible, however, so that Johnston Corp. can take over operations with as little down-time and

reinvestment as possible. Only use anti-tank weapons as absolutely necessary! Be careful – we'll be fighting in *The Big Suck*, a full vacuum, so keep an eye on your suit integrity at all times!

Victory Points

- Per Apex infantry unit at ½ strength or better within 6" of the generator entrance at the end of Turn 6: 5pts
- Per vehicle that fires main gun in a turn: -1pt

Apex Solutions Forces

Apex Basic Attributes
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No
Body Armor: TL3, Hard (2D)
Troop Quality/Morale: D8/D10

Fireteam Alpha
1x Fireteam Leader w/Laser Rifle
1x Grenadier w/Auto-Shotgun & Grenade Launcher (Lt. AP:1)
1 x Gunner w/Rapid Fire Laser Support Weapon (LWS, Lt. AP:1)
1 x Rifleman w/Laser Rifle

Fireteam Bravo
1x Fireteam Leader w/Laser Rifle
1x Grenadier w/Auto-Shotgun & Grenade Launcher (Lt. AP:1)
1 x Gunner w/Rapid Fire Laser Support Weapon (LWS, Lt. AP:1)
1 x Rifleman w/Laser Rifle

Fireteam Charlie
1x Fireteam Leader w/Laser Rifle
1x Grenadier w/Auto-Shotgun & Grenade Launcher (Lt. AP:1)
1 x Gunner w/Rapid Fire Laser Support Weapon (LWS, Lt. AP:1)
1 x Rifleman w/Laser Rifle

Fireteam Delta
1x Fireteam Leader w/Laser Rifle
1x Grenadier w/Auto-Shotgun & Grenade Launcher (Lt. AP:1)
1 x Gunner w/Rapid Fire Laser Support Weapon (LWS, Lt. AP:1)
1 x Rifleman w/Laser Rifle

Transport
2 x Tracked "Ruffian" APCs

Apex "Ruffian" APCs
Class: Medium
Type: Track
Basic TL: 2
Weapon TL: 2
Armor TL:2
Sensor TL: 3
Front Armor: 3D8
Side Armor: 2D8
Rear Armor: 2D6
Deck Armor: 1D6
Main Gun: Jenkins Heavy Laser (TL2, LWS, AP:4/AT:2(L)
Crew MGs: TL2, Lt. AP:4
Secondary Weapon: N/A
Crew: 3 + 10
Attributes & Notes:
Hardened
TL2 Detonation Field

Richter Security Mission

Johnston's hired guns will obviously make a play for the main power generator. They'll bring a vehicle or two, but we should be able to balance that out with our RPGs and AT team. Tear up enough of their expensive gear, and they'll make a run for it to save their bottom line!

Victory Points

- Per Apex mercenary killed or seriously wounded: 2pts
- Per Apex Vehicle Immobilized or Destroyed: 3pts


[The Shock Trooper]
McGibs
2007

Richter Forces

Richter Basic Attributes

Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? No
Body Armor: TL2, Hard (2D)
Troop Quality/Morale: D8/D10

Security Team 1
1 x Security Team leader w/Gauss ACR
1 x Gunner w/ RPG (TL2, Med. AP:2/AT:2(M)
2 x Security Trooper w/ Gauss ACR

Security Team 2
1 x Security Team leader w/Gauss ACR
3 x Security Troopers w/ Gauss ACR

Security Team 3
1 x Security Team leader w/Gauss ACR
3 x Security Troopers w/ Gauss ACR

Security Team 4
1 x Security Team leader w/Gauss ACR
3 x Security Troopers w/ Gauss ACR

Security Team 5
1 x Security Team leader w/Gauss ACR
1 x Gunner w/ RPG (TL2, Med. AP:2/AT:2(M)
1 x Gunner w/ SAW (Lt. AP:1)
1 x Security Trooper w/ Gauss ACR

Special Rules

What Happened to the Truck Behind Us?

The surface of Richter's Moon is covered with a talc like dust that makes driving off-road difficult and occasionally deadly, as the smooth gray surface may well disguise the presence of a yawning crevasse!

Any vehicle that travels off the stabilized roads marked on the map must make a Troop Quality Check when it exits the road and each time it moves while off the road. A failed Troop Quality Check indicates that the vehicle has had some sort of mishap. Roll 1D6 on the chart below to determine what has befallen the unlucky vehicle:

1. Clouds of dust obscure the crew's vision screens, so they must rely on sensors alone. The vehicle receives a -1 die roll modification when taking Reaction Tests
2. The vehicle labors through thick drifts of dust – it may only move at half Tactical speed this turn
3. Dust has gummed up the turret and put fire control on the fritz – halve the Firepower of all external weapons
4. Dust has infiltrated the vehicle's weapon system, rendering it useless. The vehicle may no longer fire its external weapons
5. The vehicle drives into a deep pit – the vehicle is stuck where it is and counts as Immobilized for victory conditions. Each crewman/passenger must pass a Troop Quality Check to avoid becoming a casualty
6. The vehicle drives into an apparently bottomless crevasse. It and its crew disappear in a billow of dust, never to be seen again. The vehicle and crew count as Destroyed/KIA for victory conditions

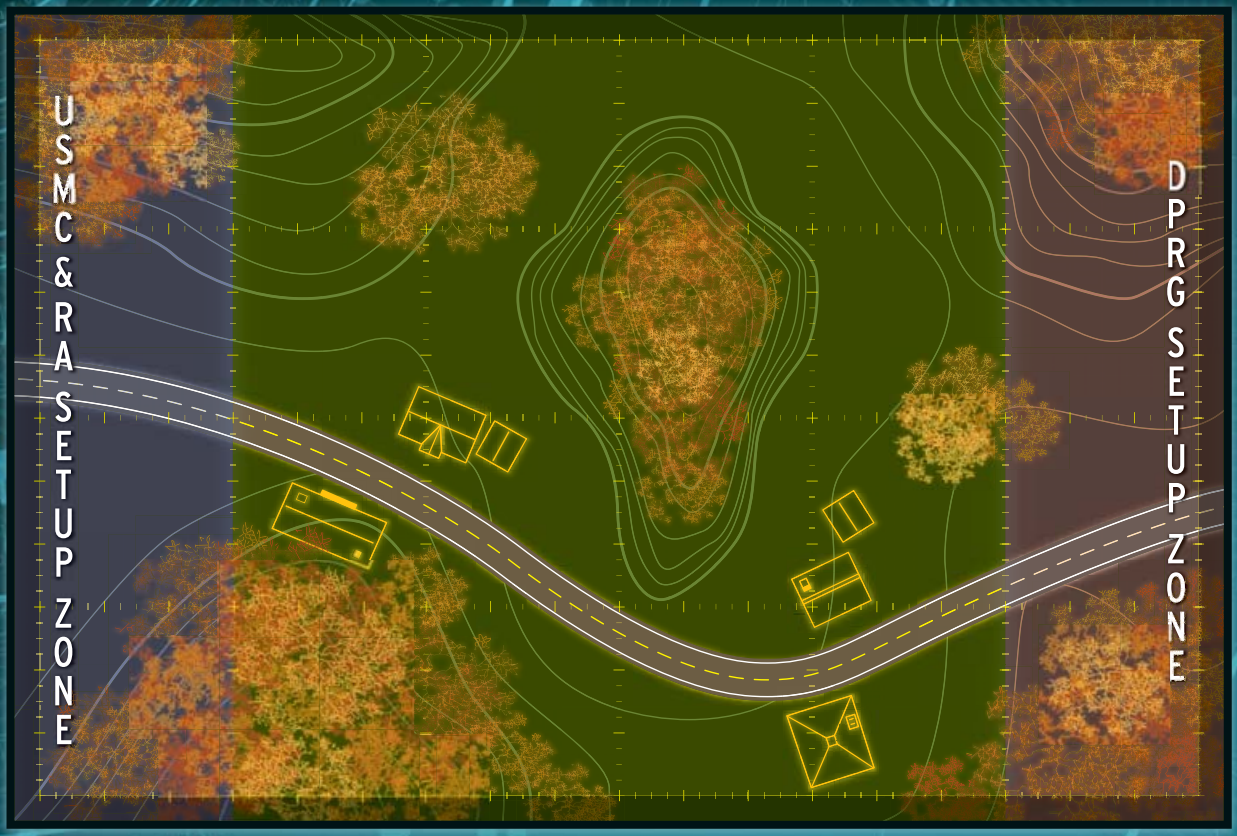
Note that infantry are not subject to this test and may move freely off-road.

SCENARIO 4: THE HIGH TIDE

Colony World: Glory
Area: 50km east of Landfall
Year: 2293

Efforts to delay the DPRG drive on Landfall were moderately successful. USMC armor and combined USMC/FFL anti-armor teams succeeded in tying up the DPRG's conventional armored forces before they reached the Republic of Arden's border. The new gravitic tanks supplied to the DPRG by Brazil were a different story, however. These AFVs' advanced sensors and countermeasures (as well as superior agility) allowed them to crash through the RA's border defenses and reach a point with 50km of Arden's capital, Landfall.

This final, brutal thrust was comprised almost entirely of tanks which were the most survivable and, despite their size, swiftest AFVs in the DPRG arsenal. If the tanks could put the RA's interior defenses into disarray, infantry in fast IFVs could rush in to exploit the situation. The USMC/RA leadership saw the "Hail Mary" strike developing and put together a desperate counter-strike.



The high tide of the DPRG war effort was about to collide with a sea-wall whose bricks and mortar were comprised of US bleeding edge tech and Ardenois grit.

Scenario Information

Duration of Game: 8 Turns
Initiative: DPRG has initiative for first two turns. Test on following turns.
Fog of War: Generated by Reaction Tests
Table Size: 4' x 6'

DPRG Mission

Break through the joint USMC/RA defenses and create chaos and confusion for follow-up forces to exploit. If you encounter a major armored force, neutralize it! Losses are acceptable! Follow-up armored formations are close on your heels, so even if your force is crippled in the destruction of the RA's armored reserve you will have secured victory for Dear Leader!

DPRG Victory Points

- Per USMC AFV destroyed: 3pts
- Per USMC AFS destroyed: 2pts
- Per RA AFV destroyed: 2pts
- Per RA Gun destroyed: 1pt

DPRG Forces

DPRG Basic Attributes
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? Yes. TL2
Body Armor: Light (1D)
Troop Quality/Morale: D8/D10

3 x Medium Tank Platoons
Medium Tank Platoon
3 x Sana-Oon Sa-Ja Medium Grav Tanks

Heavy Tank Platoon
3 x Dear Leader 2 MBTs

USMC/Republic of Arden Mission

USMC/RA Victory Points

- Per DPRG tank destroyed: 3pts

**A tank is considered "lost" or "destroyed" if it is immobilized, all crew are casualties, or if it receives a Vehicle Kill, Brewed Up, or Catastrophic Kill result.*

USMC/RA Forces

USMC Basic Attributes
Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 3
On Grid? Yes. TL3
Body Armor: Carapace (2D)
Troop Quality/Morale: D8/D10

USMC Tank Platoon
4 x M70 Perkins MBTs

AFS "Gunslinger" Platoon
4 x. M2AT "Gunslinger" Armored Fighting Suits

RA Basic Attributes
Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 2
On Grid? Yes. TL2 Troops on TL3 Grid
Body Armor: Hard Armor (2D)
Troop Quality/Morale: D8/D10

RA Tank Platoon
4 x Destrier III MBTs

Scenario 5: Red Star, Red Streets

Colony World: Moscva
Area: Novolgograd
Year: 2274

As the winter of 2274 ground to a bitter end, the fate of Moscva was sealed. Rebel forces had taken the city of Moscva and every other spaceport and major population area. Only Novolgograd remained in Imperial Russian hands, protected as she was by a great bend of the tumultuous Novolgo River on three sides and her land approaches secured by elite units under the command of Count Vitor Remezovski. The city had endured six months of siege and unrelenting "Soviet" artillery had reduced most of its proud buildings to ruin. Still, Novolgograd held on, its people surviving on meager rations and huddling in the city's basements and underground railways, inspired to tenacity by Count Vitor's stirring speeches and their confidence in "the Novlolgograd Legion."

In November, a special courier arrived at the headquarters of General Igor Roslov, commander of the 3rd People's Shock Army whose frustrated forces surrounded the beleaguered city. The message was from the man the entire revolutionary movement revered as "Top Foreman." It contained a cyanide pill and these seven words: "Take Novolgograd or this by week's end."

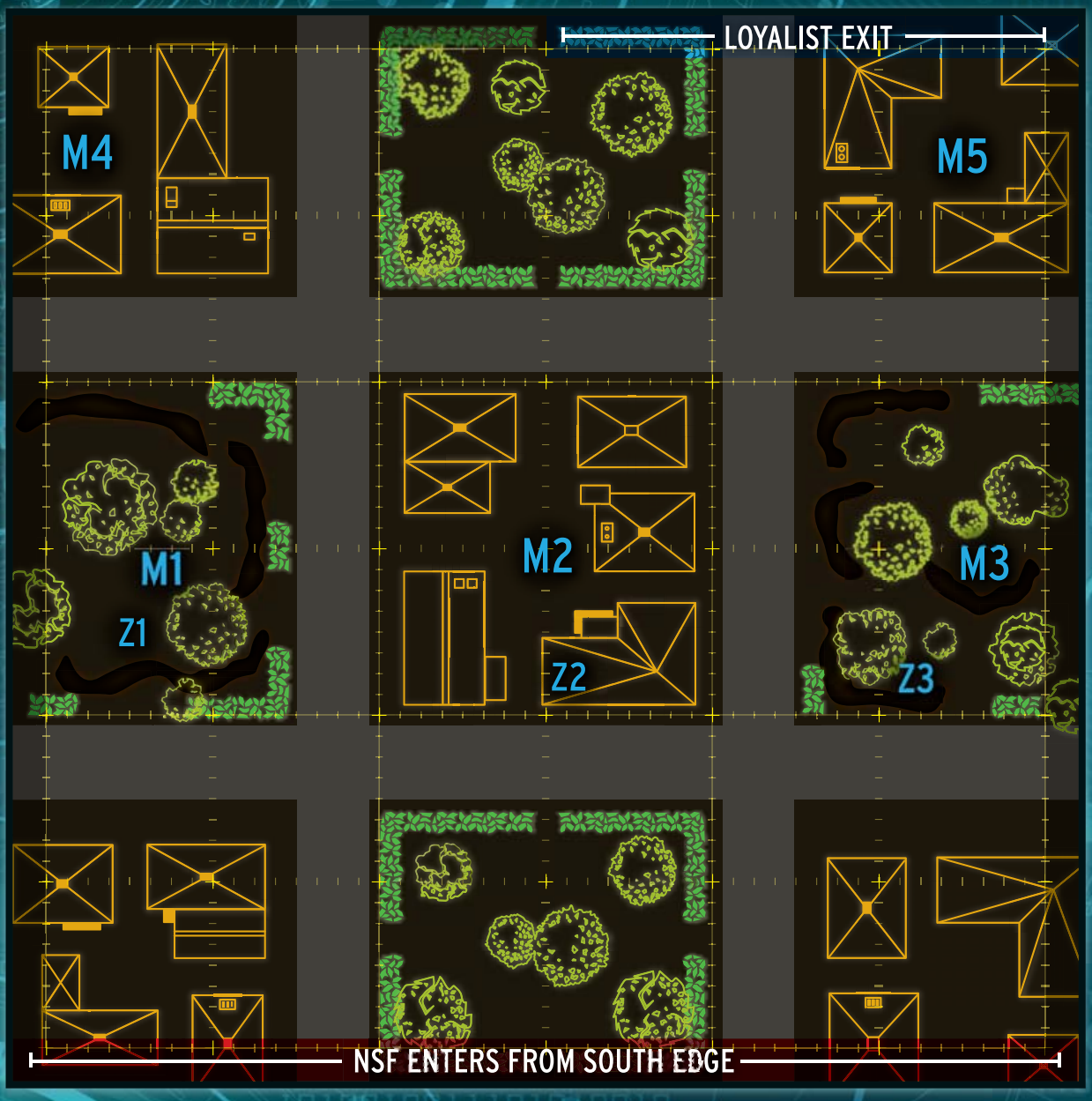
Scenario Information

Duration of Game: 6 Turns
Initiative: The NSF has Initiative on Turn 1. Test on following turns.
Special Conditions: See Special Rules
Fog of War: Generated by Reaction Tests
Table Size: 3' x 3'

- **Z1 – Z3:** Zenchikov's Powered Armor Fireteams
- **M1 – M5:** Loyalist Militia Positions
- NSF Units enter anywhere along southern table edge

Imperialist Mission

The NSF "Shock Army" surrounding Novolgograd have decided to throw everything they have into an all-out assault on Novolgograd's landward approaches, gambling that the sudden violence of the attack coupled with the weight of fire and waves of assault troops will carry the



day. Unfortunately, the gamble has proven to be a sure thing. Imperialist defensive positions have crumbled and generalized street-fighting has ensued. Count Vitor ordered his elite guard, which was parceled out to stiffen militia units, to fall back to the starport. He intends to hold out at the regiment's bunker complex there, either to await space lift off the planet or to make a last stand.

Your unit must pull back from its forward position with the 2nd Novolgograd Home Guard and fall back to the starport while maintaining as much combat strength as possible. The militia has sworn to screen your retreat and fade into the alleys and streets when you are clear, but bold promises do not always stand up against bullets and grenades.



[Heavy Powered Armor]

Imperialist Victory Points

- Per Zenchikov trooper that exits the board by game's end: 1pt
- Each Militia unit of ½ strength or more remaining at game's end: 2pts

Imperialist Forces

Zenchikov's Unit's Basic Attributes
Confidence Level: High
Supply Quality Level: Normal
Overall Tech Level: 1
On Grid? No.
Body Armor: Type 1 Powered Armor (3D)
Troop Quality/Morale: D8/D10

Zenchikov's Powered Armor Squad

Powered Armor Fireteam 1 (Z1)
1 x Fireteam Leader w/SAW (Lt. AP:1)
1 x Gunner w/Missile Packs (Med. AP:2/AT:2(H)
1 x Trooper w/ SAW (Lt. AP:1)

Powered Armor Fireteam 2 (Z2)
1 x Squad Leader w/ SAW (Lt. AP:1)
1 x Fireteam Leader w/SAW (Lt. AP:1)
1 x Gunner w/Missile Packs (Med. AP:2/AT:2(H)
1 x Trooper w/ SAW (Lt. AP:1)

Powered Armor Fireteam 1 (Z3)
1 x Fireteam Leader w/SAW (Lt. AP:1)
1 x Gunner w/Missile Packs (Med. AP:2/AT:2(H)
1 x Trooper w/ SAW (Lt. AP:1)

Imperialist Militia Basic Attributes
Confidence Level: Confident
Supply Quality Level: Normal
Overall Tech Level: 1
On Grid? No.
Body Armor: Light (1D)
Troop Quality/Morale: D8/D8

Militia Squad 1 (M1)
Fireteam 1A
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/Launcher (Med. AP:2/AT:2(L)
2 x Rifleman w/Assault Rifle

Militia Squad 2 (M2)
Fireteam 2A
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/Launcher (Med. AP:2/AT:2(L)
2 x Rifleman w/Assault Rifle

Militia Squad 3 (M3)
Fireteam 3A
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/Launcher (Med. AP:2/AT:2(L)
2 x Rifleman w/Assault Rifle

Fireteam 3B
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/SAW (Lt. AP:1)
1 x Grenadier w/Launcher (Med. AP:2/AT:2(L)
2 x Rifleman w/Assault Rifle

Militia Squad 4 (This Weapon team can be placed at M4 *or* M5 – not both.)
Weapon Squad 1 (Weapon Team)
1 x Squad Leader w/Assault Rifle
1 x Gunner w/GPMG (Med. AP:2)
2 x Rifleman w/Assault Rifle

Neo-Soviet Federation (NSF) Mission

Your unit has made contact with elements of Count Vitor's elite Powered Armored platoon. General Roslov's high command has ordered that these units be cut-off, encircled, and destroyed before they can rally to the traitor Count and stiffen the defense of Novolgograd's starport. Crush any counter-revolutionary militia units foolish enough to interfere. On to Novolgograd and VICTORY!

Victory Points

- No Imperialist PA units exit the board by the end of turn 6: DECISIVE VICTORY!
- Per Imperialist Militia Unit Reduced Below Half Strength: 2pts
- Per PA Trooper killed or seriously wounded: 1pt

NSF Forces

NSF Shock Army Basic Attributes

Confidence Level: Average
Supply Quality Level: Normal
Overall Tech Level: 1
On Grid? No.
Body Armor: Carapace, 2D
Troop Quality/Morale: D8/D10

NSF Shock Army Units

NSF Squad 1

Fireteam 1A
1 x Squad Leader w/Assault Rifle
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/RPG (Med. AP:2/AT:2(L)
1 x Rifleman w/Assault Rifle
1 x Medic w/Assault Rifle

Fireteam 1B
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/RPG (Med. AP:2/AT:2(L)
1 x Rifleman w/Assault Rifle

NSF Squad 2

Fireteam 2A
1 x Squad Leader w/Assault Rifle
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/RPG (Med. AP:2/AT:2(L)
1 x Rifleman w/Assault Rifle

Fireteam 2B
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/RPG (Med. AP:2/AT:2(L)
1 x Rifleman w/Assault Rifle

NSF Squad 3

Fireteam 3A
1 x Squad Leader w/Assault Rifle
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/RPG (Med. AP:2/AT:2(L)
1 x Rifleman w/Assault Rifle

Fireteam 3B
1 x Fireteam Leader w/Assault Rifle
1 x Gunner w/ SAW (Lt. AP:1)
1 x Grenadier w/RPG (Med. AP:2/AT:2(L)
1 x Rifleman w/Assault Rifle

Special Rules

Death is Preferable

Zenchikov's troops have heard what awaits them if they're captured and will fight to the bitter end to avoid the tender mercies of the NSF. As a result, they will not surrender in Close Assault, which must continue until the involved Zenchikov unit is either victorious or completely down.

Optional Rules

Once you've played this scenario as is, you might want to try it with some or all of the following twists:

- Allow the PA Squad or Fireteam Leaders act as Forward Observers for off-board medium mortars.
- Attach a Forward Observer for off-board Light Artillery to one of the NSF fireteams.
- Provide a pair of armored cars (Light Vehicles) to the NSF and a light AT gun and crew to the Imperialists.
- Increase the Tech Level of Imperialist weapons to TL2.



NSF troops during the battle for Novolgograd (photo: Piers Brand, miniatures: Pig Iron)

APPENDIX 5: ARTWORK

Richard Chasemore

pg. 11 *TL1 or 2 IFV*
pg. 98 *TL2 MBTs*
pg. 136 *TL1 VTOL*

Monsieur Fab

pg. 18 *Urban Assault*
pg. 46 *Load Bearing Exo*
pg. 133 *Enhanced Exoskeleton*
pg. 181 *Squad Assault Weapon*
pg. 186 *Behind Enemy Lines*
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Des Hanley

pg. 29 *A Walk in the Garden*
pg. 69 *Boots on the Ground*
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Peter Johnston

pg. 192 *Synthetic Trooper*
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Jesse McGibney

pg. 34 *Look Into the Light**
pg. 39 *The "Loot"*
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pg. 234 *The Shock Trooper**

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FOG of WAR

FOG of WAR
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FOG of WAR
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FOG of WAR
FOG of WAR

An Excellent Position

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this "excellent position." As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

This card is played immediately.

What's this Wall Made of? Swiss Cheese?

A position that seemed to offer decent cover turns out to be a bad spot due to poor construction or weird lines of sight.

Your opponent may play this card on one building or terrain feature that would normally be considered Solid Cover. The designated piece of terrain no longer counts as Solid Cover for the duration of the game.

This card may *not* be played on a fortified position.

This card is played immediately.

Fire! Fire!

Your rounds have struck something flammable and set a structure ablaze!

You may designate any building within LOS of one of your units (or anywhere on the table if you have air support with offensive capabilities) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4" from the building. They may be fired on by units that are on Overwatch or by Defensive Fire if appropriate. The building is impassable for the duration of the game.

This card is played immediately.

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This card is played immediately.

The Bell Tolls

Radio chatter informs your men that one of their favorite NCOs has been injured or killed in another engagement. Roll 1D6 to determine how the news affects them:

1-3: Your force becomes despondent and demoralized. Lower your force's Morale die by one type (i.e., D8 Morale is reduced to D6). Morale cannot be lowered beyond D6.

4-6: Your force is fired up and hungry for some pay-back! Raise the Morale of every unit in your force by one die type (i.e., D8 Morale is raised to D10). Morale cannot be raised above D12.

This card is played immediately.

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This card is played immediately.

You're Grounded!

A ferocious storm blows up, grounding all air assets.

All units have their Optimum Range reduced to 6" unless they are equipped with superior sensors.

This card is played immediately.

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This card is played immediately.

Praise the Lord and Pass the Ammunition

A supply snafu or a long march up has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.

FOG of WAR

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Praise the Lord and Pass the Ammunition

A supply snafu or a long march up has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.

Wait, the Colonel Said WHAT?!

Radio communications is on the fritz and your force has just received garbled orders that contradict the mission brief.

If the scenario allows Initiative to change hands, your opponent automatically gains Initiative on the next turn.

If the scenario doesn't allow initiative to change hands, your units must remain in place until the end of the next turn while orders are sorted out. Your units may move into cover if they are not already there but no other movement is allowed. Your units may fire as normal.

This card is played immediately.

Wait, the Colonel Said WHAT?!

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If the scenario doesn't allow initiative to change hands, your units must remain in place until the end of the next turn while orders are sorted out. Your units may move into cover if they are not already there but no other movement is allowed. Your units may fire as normal.

This card is played immediately.

There's Nothing Friendly About It!

One of your units has been struck by friendly fire, either from an errant aircraft or off target artillery.

Randomly determine which unit has been struck. If it is an infantry unit, each figure in the unit must roll a 4+ to avoid becoming a casualty. If a vehicle is struck, roll on the Medium Gun column of the appropriate Vehicle Damage Results chart.

If you had air assets, other than unarmed UAVs or Drones, they are grounded as a result of the attack and lost for the rest of the game.

This card is played immediately.

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If you had air assets, other than unarmed UAVs or Drones, they are grounded as a result of the attack and lost for the rest of the game.

This card is played immediately.

Incoming!

One of your units is struck by a random barrage of mortar fire.

Randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with a Firepower of 6D6.

This card is played immediately.

Incoming!

One of your units is struck by a random barrage of mortar fire.

Randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with a Firepower of 6D6.

This card is played immediately.

Hunted!

Your Area of Operations has just been transformed into a hunting reserve for two trained killers and it's open season on your men!

Your opponent gains a sniper team that can be placed anywhere within 24" of one of your units. The sniper team is **In Cover** and **Hidden**. It is a two man team with a Troop Quality and Morale of D10. The team is **Stealthy** and has **Night Vision**. It may be activated or perform Defensive Fire any time after it is placed.

This card is played immediately.

Mad Minute!

One of your infantry units gets carried away and has a "mad minute." They fire everything they have as fast as they can the next time they engage an enemy unit.

Randomly determine the unit affected. This unit will receive an extra Firepower die for all attacks, Reactions, or Defensive Fire for the rest of the turn.

Make a Troop Quality Check for the unit at the end of the turn. If the unit fails the check, it is considered to be Poorly Supplied for the duration of the game.

This card is played immediately.

FOG of WAR

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Make a Troop Quality Check for the unit at the end of the turn. If the unit fails the check, it is considered to be Poorly Supplied for the duration of the game.

This card is played immediately.

These Guys Can Hack It

Your force has managed to mount a successful ECM attack against the enemy, temporarily disrupting their communications and Grid capabilities.

The opposing player loses one Initiative die on the next Initiative Check.

This card may be held and played later.

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Your force has managed to mount a successful ECM attack against the enemy, temporarily disrupting their communications and Grid capabilities.

The opposing player loses one Initiative die on the next Initiative Check.

This card may be held and played later.

Where Are YOU Going?

One of your vehicular or off-board assets (your opponent's choice) is recalled by higher command.

Roll 1D6:

1-2: Leaves immediately, even if activated this turn.

3-4: Leaves next time it activates.

5-6: Agrees to stick around 1 more turn. Roll again at the end of your next turn.

This card is played immediately.

Where Are YOU Going?

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Roll 1D6:

1-2: Leaves immediately, even if activated this turn.

3-4: Leaves next time it activates.

5-6: Agrees to stick around 1 more turn. Roll again at the end of your next turn.

This card is played immediately.

General Confusion Takes Command!

An officer in the lofty realms of the chain of command takes a personal interest in your operation and decides he knows better than any "strategic corporal" on the ground. His confusing and poorly considered commands, passed down through the company net, have robbed your force of its tactical initiative.

Your force loses Initiative (if you had it) and you cannot regain Initiative until General Confusion loses interest in your operation. Roll a D6 at the end of each turn. On a 5 or 6 the General has lost interest and you can test for Initiative on the following turn. Otherwise, your opponent automatically gains initiative.

This card is played immediately.

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This card is played immediately.

In the Zone!

A unit of your choice is in the zone! They're clicking along like a well-oiled machine and nothing can stand in their way!

The selected unit's TQ and Morale are raised by one die type and they are treated as if they have High Confidence for the duration of the turn (at the end of the turn, all values return to normal).

This card is played immediately.

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FOG of WAR

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Man Down!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.

Man Down!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.

The Cost of the Lowest Bidder

A randomly determined vehicle in your force suffers a breakdown of some sort. Roll a D6:

1: Electrical system failure. Vehicle completely disabled

2–3: Mobility failure – vehicle is immobilized

4–5: MGs or AGLs are so jam prone that they cannot lay down effective fire

6: Main gun disabled

This card is played immediately.

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1: Electrical system failure. Vehicle completely disabled

2–3: Mobility failure – vehicle is immobilized

4–5: MGs or AGLs are so jam prone that they cannot lay down effective fire

6: Main gun disabled

This card is played immediately.

Shuffling the Stack

New fast-air assets are arriving while those that are bingo on fuel withdraw. FACs need some time to orient the new pilots to troop positions on the ground to avoid a friendly fire incident.

Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

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New fast-air assets are arriving while those that are bingo on fuel withdraw. FACs need some time to orient the new pilots to troop positions on the ground to avoid a friendly fire incident.

Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

Bug Out!

Effective counter-battery fire has begun to splash around your force's off-board artillery assets, forcing them to relocate.

You may not utilize off-board artillery for the duration of the game.

This card is played immediately.

Amped Up!

Your force's squad and platoon level leaders are doing a fine job of focusing your men's attention on the job at hand – their situational awareness is so amped up that it's highly unlikely anyone will get the jump on them!

Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

The Golden BB

This card may be played by any AT capable weapon at the time that it engages a vehicular target. The vehicle engaged is automatically destroyed, brewing up in such a dramatic fashion that it raises the morale of the AT weapon's force by one die type and lowers the morale of the opposing force one die type for the duration of the current turn.

This card may be held by the drawing player until their next AT fire at a vehicle, at which time it must be played.

FOG of WAR

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I Just Gave it a Good Smack!

An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

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An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

Who Goes There?

Mists, fog, sheets of light rain, or swirling snow descend upon the battlefield, obscuring vision and muting sound.

All fire is treated as if it is outside Optimum Range and units more than 18" away may not be engaged at all. All units on both sides may only make Cautious moves for fear of drawing friendly fire.

Vehicles with advanced thermal optics function normally.

This effect remains in play for the duration of the game unless a Fog of War card negates it is drawn.

This card is played immediately.

A Break in the Clouds

The sun breaks through the clouds and momentarily drives away the fog, rain, snow, or any other negative weather effect currently in play.

This card negates any weather related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

A Break in the Clouds

The sun breaks through the clouds and momentarily drives away the fog, rain, snow, or any other negative weather effect currently in play.

This card negates any weather related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

Gas! Gas! Gas!

New intelligence indicates that an attack with chemical weapons is imminent. Your force must don its chem gear and fight on as best they can.

All infantry units in your force receive a -1 to their Reaction Test rolls and suffer a 1 die type reduction to their Troop Quality. These penalties apply until the end of the game or until countered by another FoW card draw.

This card is played immediately.

Gas! Gas! Gas!

New intelligence indicates that an attack with chemical weapons is imminent. Your force must don its chem gear and fight on as best they can.

All infantry units in your force receive a -1 to their Reaction Test rolls and suffer a 1 die type reduction to their Troop Quality. These penalties apply until the end of the game or until countered by another FoW card draw.

This card is played immediately.

All Clear!

This card negates the effects of the **Gas! Gas! Gas!** Fog of War card.

This card may be held and played later.

All Clear!

This card negates the effects of the **Gas! Gas! Gas!** Fog of War card.

This card may be held and played later.

FOG of WAR

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Grid down

If your force is on a Grid, the Grid goes down. If not, your opponent's Grid goes down. If neither side is Grid capable, discard this card.

This card is played immediately.

Grid down

If your force is on a Grid, the Grid goes down. If not, your opponent's Grid goes down. If neither side is Grid capable, discard this card.

This card is played immediately.

Grid Up

If your force's Grid is down, your techs have succeeded in restoring it. Your Grid is now up!

This card may be held and played later.

Grid Up

If your force's Grid is down, your techs have succeeded in restoring it. Your Grid is now up!

This card may be held and played later.

Solar Flares

Unexpected solar activity is playing havoc with the Grid! Any unit in either force attempting to take advantage of a Grid based capability must make a Troop Quality Check first. If the check fails, the unit cannot perform the desired action.

This card is played immediately.

Dust Gets in My Eyes

The battlefield has been seeded with nano-dust that seeks out and destroys enemy drones. If you have any drones or robots active on the table, each one must make a Tech Level test. If the test is failed, the drone/bot shuts down for the duration of the game.

This card is played immediately.

Next Time Read the Field Book!

One randomly determined figure in one of your units (also randomly determined) falls prey to a local hazard – they are bitten by a poisonous insects, exposed to a poisonous plant, have stepped in a sinkhole, etc.

Roll 1D6:

1–5: Figure is considered Seriously Wounded

6: Figure is KIA

Morale for the affected unit suffers a -1 die shift for the duration of the game.

This card is played immediately.

Next Time Read the Field Book!

One randomly determined figure in one of your units (also randomly determined) falls prey to a local hazard – they are bitten by a poisonous insects, exposed to a poisonous plant, have stepped in a sinkhole, etc.

Roll 1D6:

1–5: Figure is considered Seriously Wounded

6: Figure is KIA

Morale for the affected unit suffers a -1 die shift for the duration of the game.

This card is played immediately.

Covered in Crap

Atmospheric or local conditions have rendered an enemy unit less stealthy. Play this card on any unit in your opponent's force to remove itsits Stealthy attribute for the duration of the game.

This card may be held and played later.

FOG of WAR

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Was That Your Stomach?

A randomly determined unit in your force has heard a troubling noise that they cannot identify – perhaps it's hungry local fauna? Or the stories about ghost spacemen are true?

Roll 1D6:

1–4: The unit goes on high alert! +1 to Reaction Tests for the duration the of game

5–6: The unit is so nervous it gets a -1 to all Reaction Tests for the duration of the game

This card is played immediately.

Negative on Your Request, Ground-Pounder!

Sometimes the priorities of a platoon of grunts on the ground are far different from those of an orbiting Combat Controller.

Play this card to automatically block one of your opponent's CAS or Interface strike requests.

This card may be held and played later.

Negative on Your Request, Ground-Pounder!

Sometimes the priorities of a platoon of grunts on the ground are far different from those of an orbiting Combat Controller.

Play this card to automatically block one of your opponent's CAS or Interface strike requests.

This card may be held and played later.

Of Course I Know What I'm Doing!

Sometimes TACs or FOs make such egregious errors in the heat of combat that no amount of fail-safes can save them. This is one of those times.

Play this card when one of your opponent's TACs or FOs calls in an air/interface strike or artillery salvo. Instead of its intended target, the strike will land squarely on the unit that requested it.

This card may be held and played later.

It's a Bad Day to Die

One of your units is seized by a sense of impending doom that fills them with dread and melancholy.

A randomly determined unit in your force suffers a -1 die shift to their Morale (cannot be reduced below D6 by this card) and loses one level of Confidence (cannot be reduced below Poor Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

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This card is played immediately.

It's a Good Day to Die

One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 die shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

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One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 die shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

Yeah, That's a Bug

A randomly determined bot or AI in your force suffers a programming glitch that renders its IFF capabilities ineffectual. Rather than risk fratricide, the bot/AI shuts down for the duration of the game.

This card is played immediately.

FOG of WAR

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Valor Above and Beyond

A member of one of your units performs an act of self-sacrificing valor to save the lives of his comrades.

This card can be played when an infantry unit receives multiple casualties in a single round of fire. The number of casualties taken, however many there were, is reduced to 1.

This card may be held and played later.

That Won't Play Well on the Holo-Vids!

Video of one of your units in action finds its way onto the web. Some believe that what they see is disreputable, so the holo-vid raises a public furor.

Lose 3 victory points from your total

This card is played at the end of the game.

You're a Star, Grunt!

Video of one of your units in action finds its way onto the internet. The courage and professionalism (or raw firepower) displayed gains the holo-vid clip a large and admiring audience!

Add 3 victory points to your total

This card is played at the end of the game.

Hal? Hal? HAL?

If your force contains units in Powered Armor, one of them has been infected by a virus that affects the systems in their suits. Randomly determine which PA unit is affected. That unit immediately goes off the Grid and cannot rejoin it unless an **I Just Gave It a Good Whack** card is played. Additionally, make a TQ check for each figure in the unit. Any roll of 1 indicates the figure's suit has locked up. Any locked up suit counts as a Serious Injury casualty for victory purposes.

Play this card immediately or discard if there are no PA units in your force.

Hal? Hal? HAL?

If your force contains units in Powered Armor, one of them has been infected by a virus that affects the systems in their suits. Randomly determine which PA unit is affected. That unit immediately goes off the Grid and cannot rejoin it unless an **I Just Gave It a Good Whack** card is played. Additionally, make a TQ check for each figure in the unit. Any roll of 1 indicates the figure's suit has locked up. Any locked up suit counts as a Serious Injury casualty for victory purposes.

Play this card immediately or discard if there are no PA units in your force.

Do These Coordinates Look Right to You?

Your cyber support has scored a homerun and hacked the enemy's artillery grid. You can re-direct one of your opponent's artillery salvos against one of his units (your choice) once – after that, the enemy is on to you and switch to back-up systems.

You can hold this card and play it any time your opponent announces an artillery attack.

Is That Missile Getting Larger?

Your cyber support has scored a homerun and hacked the enemy's air support grid. You can re-direct one of your opponent's air or interface strikes against one of his units (your choice) once – after that, the enemy is on to you and switch to back-up systems.

You can hold this card and play it any time your opponent announces an air or interface strike.

Watch Your Step!

One of your units (randomly determined) has run afoul of an enemy booby trap or legacy mine. The unit immediately suffers an AP:4/AT:2(L) attack.

Play this card immediately.

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One of your units (randomly determined) has run afoul of an enemy booby trap or legacy mine. The unit immediately suffers an AP:4/AT:2(L) attack.

Play this card immediately

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