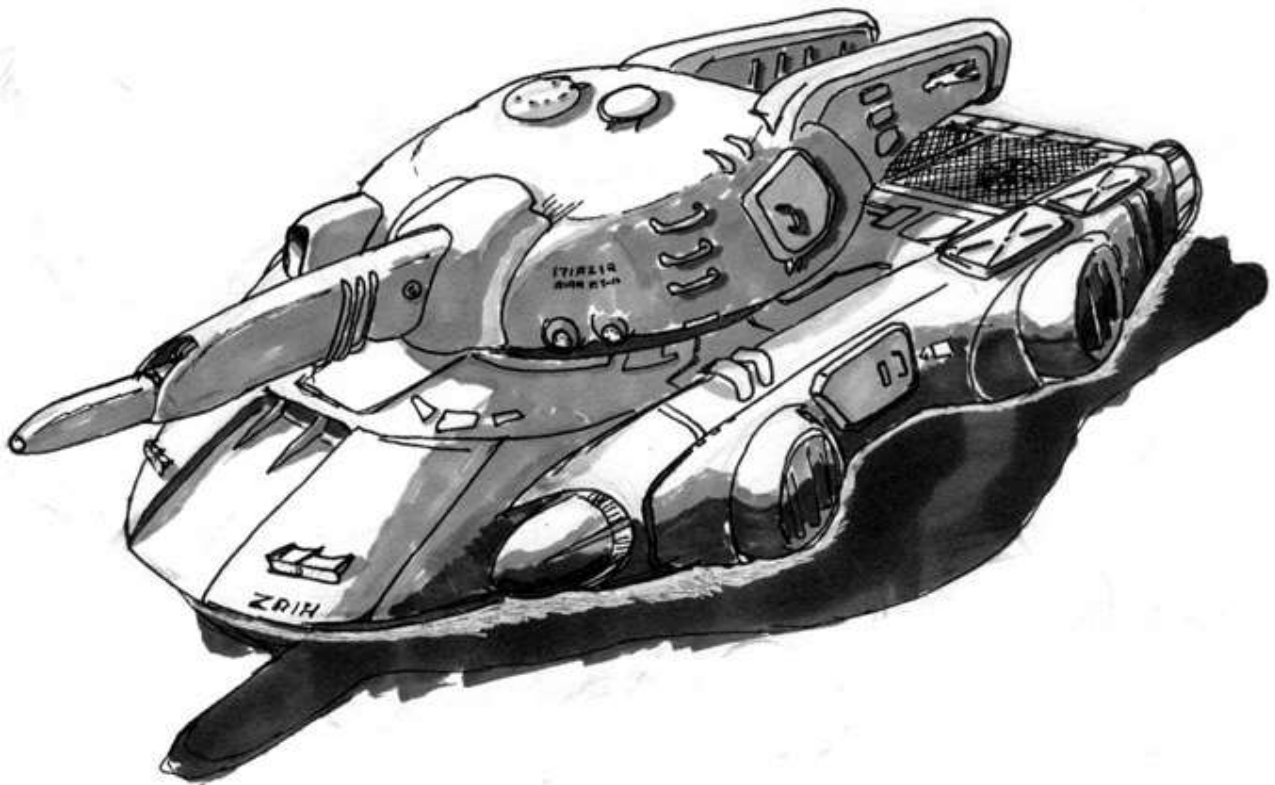


# PLAN A



Divisional Level Ground Force Operations in the Universe

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# PLAN A

## Divisional Level Ground Force Operations in the Universe

*“If in doubt...we use ‘Plan A’ – we drop a GF Division on it”*

Senator Cornelius, Martian Minister of War 3199-3205

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# PLAN A

## INTRODUCTION

This is a set of wargame rules intended to simulate actions between about one GF regiment equivalent a side, supported by divisional or even orbital forces where they would be available.

The smallest separately represented unit is the platoon or troop. This is shown on the table top by a cardboard base of the appropriate size, on which a suitable number of 1/300 scale models are mounted - the exact number per base can be varied to meet your own taste and financial resources.

The area of the base represents the normal area the unit occupies when deployed for combat.

Whilst this might impart a degree of inflexibility to the smaller units, the system of using these bases is necessary to create a higher speed of play, and the 'feel' of thinking and planning at regiment level.

It is important that players think of these bases as indivisible, and concentrate on the actions of companies and battalions as a whole.

This change in scale of operations does require some special effort to get used to.

There are inevitably a number of tables in the rules, and to get used to the application and interpretation of each one takes a little effort.

It is probably best to start small with these rules (as indeed it is with any new rules), and try out actions involving just one battalion.

It is important to continually bear in mind the ground scale used with these rules.

1 cm to 100 metres is the recommended scale, and this is very small.

If the models used were to this scale, then a tank would have to be about 0.25mm long, so the size of the models has very little relevance to the action.

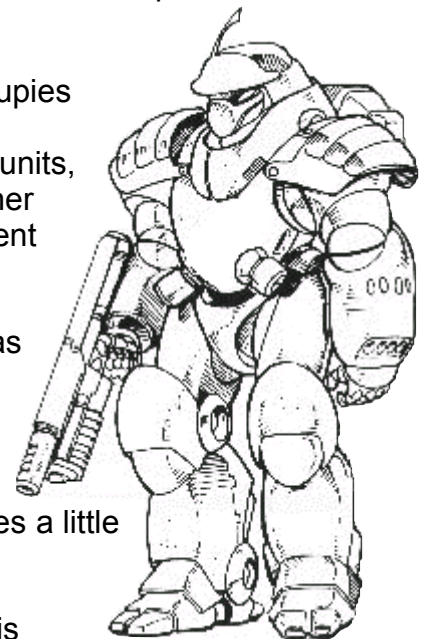
Players should be careful not to be misled by this.

A great deal of emphasis is placed upon the umpire in these rules. The rules *can* be used without an umpire, but most of the refinements, and a lot of the 'feel' will be lost.

Contrary to popular practice, there is no points system, since the forces used must be based on the scenario or general political situation, and placed within a realistic military context.

Planetside actions involving fully equipped GF divisions are rare – more often actions are asymmetrical – elements of regular GF attempting to defeat less well armed but numerous and determined rebels, criminals or terrorists.

So for these rules the concept of an 'equal points battle' is a nonsense.



These rules are not to be treated as Holy Writ; they were not written with that intention, but simply as a set of guidelines for keen wargamers to fight high level SF battles of the type typical in The Universe campaign.

The interpretation of the rules is therefore not fixed, but dependant upon the tactical situation you are attempting to simulate.

Historical wargamers reading these rules might see some close similarities to the WW2 divisional level rules 'STONK'.

This is deliberate – in that these rules are similarly trying to represent higher level combat on the table top.

The rules are in two parts:

Part I is the bare bones with little or no explanation;

Part II is the fuller explanation of the rules given in part I, with notes and examples, to try and put the rules in their proper perspective

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## **PART I: THE BASIC RULES**

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### **1. SEQUENCE OF ACTION (See para 15).**

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	(Para reference)
1. Check orders & communications status	2
2. Target location	3
3. Direct fire calculations	5
4. Area fire calculations	6
5. Movement	9
6. Close assaults	11
7. Check for demoralisation and rallying	12 & 13

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### **2. ORDERS AND COMMUNICATIONS (See para. 19)**

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#### **COMBAT ORDERS**

Issue Combat orders: 5 minutes per platoon ordered, per main objective

Issue orders for movement only (ie. a non-combat move): 10 minutes per battalion

This time is doubled for Militia or other irregular troops.

#### **TRANSMISSION JAMMING:**

Whilst radio and data communications are of good quality and secure, they can be jammed.

Direct line of sight (LOS) communications can never be jammed.

If a Battalion HQ Ground Combat Vehicle or a specialist jamming unit is present, roll 1d6 per turn.

Score 3+ and enemy non-LOS transmissions are jammed.

### 3. TARGET LOCATION

Roll 1d10 per company-sized unit (or equivalent) observing (0=0).

Target:	IN OPEN		IN COVER		DUG IN	
Qty of VEHICLES / GF Armoured Inf Pltns	Not firing	Firing	Not firing	Firing	Not firing	Firing
1	4	2	6	4	7	6
2-6	3	2	5	3	6	5
7-12	2	1	4	2	5	4
13-18	1	0	3	1	4	3
19+	0	-1	2	0	3	2
<b>GUNS DEPLOYED</b>						
1	5	3	6	4	7	6
2-6	4	2	5	3	6	5
7-12	3	1	4	2	5	4
13+	2	0	3	1	4	3
<b>FOOT INF PLATOONS</b>						
1	6	4	8	6	10	9
2-4	5	3	7	5	9	8
5-8	4	2	6	4	8	7
9+	3	1	5	3	7	6

**Additions to the die roll:**

OBSERVER IS:		TARGET IS:	
Moving	-2	Moving	+2
Militia Infantry pinned	-1	Non-tactical	+2
Less than company strength	-1	Firing second time from same position	+2
Infantry suppressed	-4	Under smoke / Chaff	-2
Armour pinned	-2	Green troops	+1
Armour suppressed	-4	Veteran troops	-1
Veteran troops	+1	Under 500 metres	+2
Green troops	-1	Over 2000 metres	-1
Has SpySat Support overhead	+4	Over 5000 metres	-3
Has AIR Recce Support overhead	+2		

Maximum visibility will be defined by the umpire, but in most conditions on most worlds is normally from 2000-6000 metres.

In close country the maximum visibility is around 100-400 metres.

### 4. EFFECTS OF FIRE (see paras 20, 21, and 24-26)

**P = PINNED** : Infantry - only Veteran infantry units may move, and then only at 50 metres per move. Armour - only veteran units may continue to advance, at a maximum of 200 metres per move, all others must halt their advance. All other units cannot move.

**S = SUPPRESSED** : All units may not move or fire.

**EXCEPTION:** Starship Marines are not affected by either Pinned or Suppressed Effects.

### 5. THE ARMOUR BATTLE TABLE (see para 24)

Used for direct firing on vehicle units. Roll 1d10 (0=0)

<b>WEAPON RANGE BANDS</b>	GF Pltn	2cm	-	5cm	-	10cm			
	Starship Marine GP	0cm	-	-	-	-			
	Militia Infantry Pltn	-	0cm	-	2cm	-			
	ATGW	-	10cm	30cm	-	40cm-			
	Light Gun	2cm	6cm	10cm	20cm	30cm			
	Tank Gun	5cm	10cm	20cm	50cm	-			
	Heavy Missile	12cm	30cm	40cm	50cm	100cm			
<b>INDIRECT FIRE WEAPONS</b>		AIR STRIKE/ ORBITAL LASER	RLS	GF ARTY	FIELD ARTY	MORTAR			
↓Target Situation ↓									
	Stationary in Open	Moving in Open	In Cover	Hull Down	<b>RESULTS</b>				
<b>Die Score</b>			-1	1 or 2	<b>P</b>				
	-1	-1 or 0	0 to 3	3 to 6	<b>P</b>	<b>P</b>			
	0	1	4	7	<b>1P</b>	<b>P</b>	<b>P</b>		
	1 or 2	2 or 3	5 or 6	8 or 9	<b>1P</b>	<b>1P</b>	<b>P</b>		
	3	4	7	10 +	<b>2P</b>	<b>1P</b>	<b>P</b>	<b>P</b>	
	4	5	8		<b>2S</b>	<b>2P</b>	<b>1P</b>	<b>P</b>	
	5	6	9		<b>2S</b>	<b>2S</b>	<b>1P</b>	<b>P</b>	<b>P</b>
	6 or 7	7 or 8	10+		<b>3S</b>	<b>2S</b>	<b>1P</b>	<b>P</b>	<b>P</b>
8+	9+			<b>3S</b>	<b>2S</b>	<b>1S</b>	<b>1P</b>	<b>P</b>	

**Additions to die roll:**

Firer Pinned	-1	Target Hover armour	-1
Firer moving (not hover)	-3	Target Light armour	+1
Target under smoke	-2	Target soft	+4

### 6. INFANTRY AND ARTILLERY EFFECTS TABLES (see para 26)

Roll 1d10 (0=0).

DDI = Deeply dug in.

DI = Dug in.

IC = In cover/APC/GF Armour

SIO = Stationary in open (not GF)  
GF)

MIO = Moving in open (not GF)

**FIRER WITH INFANTRY TYPE WEAPONS:**

Range Band	Up to 1,000m and Mortars						Up to 2,000m				
Die score	DDI	DI	IC	SIO	MIO	Die score	DDI	DI	IC	SIO	MIO
0	-	-	-	-	-	0	-	-	-	-	-
1	-	-	-	-	P	1	-	-	-	-	P
2	-	-	-	P	P	2	-	-	-	P	P
3	-	-	P	P	1P	3	-	-	P	P	P
4	-	P	P	P	1S	4	-	-	P	P	P
5	P	P	P	1P	1S	5	-	P	P	P	1S
6	P	P	P	1S	1S	6	-	P	P	P	1S
7	P	P	S	1S	2S	7	-	P	P	S	1S
8	P	S	1S	1S	2S	8	-	P	S	1S	1S
9	S	S	1S	2S	2S	9	P	P	S	1S	2S
10	S	S	1S	2S	2S	10	P	S	S	1S	2S

**FIRER DIRECT FIRE TANKS OR CS Missiles OR EQUIVALENT:**

Range Band	Up to 1,000m						Up to 2,500m				
Die score	DDI	DI	IC	SIO	MIO	Die score	DDI	DI	IC	SIO	MIO
0	-	-	-	P	1S	0	-	-	-	-	-
1	-	-	P	P	1S	1	-	-	-	-	P
2	-	P	P	P	1S	2	-	-	-	-	P
3	P	P	P	P	1S	3	-	-	-	-	P
4	P	P	P	1S	1S	4	P	P	P	P	P
5	P	P	S	1S	1S	5	P	P	P	P	1S
6	P	S	1S	1S	2S	6	P	P	P	P	1S
7	S	S	1S	1S	2S	7	P	P	S	S	1S
8	S	1S	1S	2S	3S	8	P	P	S	S	1S
9	1S	1S	2S	2S	3S	9	P	P	S	S	1S
10	1S	1S	2S	3S	3S	10	P	S	S	1S	2S

**ARTILLERY WEAPONS:**

Range Band	Field Artillery / Hvy Mortars						Rockets, GF Artillery, AIR, ORBITAL or equivalent				
Die score	DDI	DI	IC	SIO	MIO	Die score	DDI	DI	IC	SIO	MIO
0	P	P	P	P	1S	0	P	P	P	S	1S
1	P	P	P	P	1S	1	P	P	P	1S	1S
2	P	P	P	P	1S	2	P	P	P	1S	1S
3	P	P	P	P	1S	3	P	P	P	1S	2S
4	P	P	P	S	2S	4	P	P	S	2S	2S
5	P	P	P	1S	2S	5	P	P	1S	2S	2S
6	P	P	S	1S	2S	6	P	S	1S	2S	2S
7	P	S	S	1S	2S	7	S	S	1S	2S	3S
8	S	S	1S	1S	2S	8	S	1S	1S	3S	4S
9	S	1S	1S	2S	3S	9	1S	1S	2S	3S	4S
10	S	1S	2S	2S	3S	10	1S	2S	2S	3S	5S

**FACTORS AND MODIFIERS:**

GF Inf	+2	Light Armed Militia /COPS	-2
Firer pinned	-1 (-3 if artillery)	Per casualty over 2 sp	-1
Speculative fire	-3	Firing from moving vehicle	-2
Air/Orbital Laser attacks	+1	Target unarmoured infantry	+2

Unobserved map fire: counts as speculative unless SpySat or AIR Recce overhead

Unmarked minefields are treated as medium artillery when first encountered.

**All effects doubled on non-tactical targets.**

**7. ARTILLERY BEATEN ZONES**

Fire zones:	Mortars	250m x 250m
	Artillery battery	500m x 500m
	RLS	1000m x 1000m
	Air strike (3-4 a/c)	500m x 500m
	Orbital Laser	4000m x 4000m

NB: Fire zones for artillery can vary shape provided area remains constant.

**8. SMOKE**

Tank smoke (from main armament) lasts one move (10 minutes), and is 5cm in diameter.  
 Artillery smoke lasts one move and is 1cm frontage per gun.  
 Mortar smoke lasts one move and is 2cm frontage.

**9. MOVEMENT (see para 29)**

(In centimetres)

<b>Unit Type</b>	<b>Tactical</b>	<b>Non-Tactical</b>
Hover	15	30
GF Infantry	10	20
SM in Space Armour	2	4
Light Hover	20	40
Tracked	6	20
Light tracked/ Armd Car	8	20
Deployed militia infantry	4	6
Lorries on roads	6	30
Lorries off roads	2	n.a.

**Restrictions:**

Minefields	maximum of 2cm move for all units until cleared.
Open woods	HALF speed for tracked/Hover, impassable for lorries. QUARTER speed for light armour or armoured cars.
Close woods	QUARTER speed for tracked/hover, impassable for wheeled vehicles.
Forest	impassable for all vehicles, HALF speed for infantry.
Built-Up area	HALF speed for all troops (except pinned units).
Pinned units	Veteran armour 5cm max, veteran infantry 1cm max, others no forward movement. (Except Marines)
Suppressed units	no forward movement. Armour and vehicles must attempt to withdraw at least 5cm. (Except Marines)
Stream	Impassable to lorries. Quarter speed tracked.
River	Impassable to non-hover vehicles. GF/SM Armour quarter speed.

**10. DIGGING IN**

Basic shell scrape takes one hour; +10 minutes if pinned; + 30 minutes if suppressed.  
 Deep trenches - 12 hours. Dig in guns or vehicles - 8 hours.

**11. CLOSE ASSAULT (see para 25)**

Close assaults can only take place in the same move if the assaulting troops have moved less than half their move, otherwise the calculation of the close assault is carried over to the next move.

**Score :**     **1 point per strength point of infantry, technicals, or light armour**  
                   **2 per conventional tank or strength point of GF infantry or Starship**  
                   **Marines**  
                   **4 per Hover Tank**

Roll 1d10 per side, add leadership score. Add following:

Deeply dug in	+4	Unsupported tanks	-2
Dug in	+3	Surprised	-2
Attacking on the flank	+2	Outnumbered 2-1	-1
Pinned	-1	Outnumbered 3-1	-2
Suppressed	-3	Outnumbered 4-1	-3
Non-tactical	-3	Outnumbered 5-1	-4
Specialist close assault troops /Marines	+2		

**RESULTS TABLE**

Take difference in resulting scores: Attacker score minus defender score.

SCORE	RESULT
<b>5+</b>	Position carried. Attacker pinned on position, defender surrenders. If defender deeply dug in then attackers take 1P for every defending unit
<b>1-4</b>	Position taken. Defender successfully withdraws 200 metres. Attacker takes 1P per defending unit. Defender takes 1P.
<b>0</b>	Confused fighting over trenches. Attacker takes 2P per defending unit. Defenders take 1P per attacking unit.
<b>-1 to -4</b>	Attacker halted at 100 metres and takes 1P per defending unit.
<b>-5 to -8</b>	Attacker halted at 100 metres and takes 2P per defending unit
<b>-9 to -12</b>	Attacker halted at 100 metres and takes 3P per defending unit.
<b>Less than -12</b>	Attacker breaks and runs non-tactical to nearest cover to rear. Takes 3 per defending unit, and is suppressed on arrival at nearest safe cover. If last move was a 'confused' close assault result then attacker surrenders.

**12. MORALE** (see paras 20 and 22)

Throw 1d6, score as in the table or less to become demoralised. This rule does not apply to Starship Marines.

Original strength in strength points	Remaining Strength Points					
	1	2	3	4	5	6
<b>9+</b>	6	5	4	3	2	1
<b>7-8</b>	5	4	3	2	1	-
<b>6</b>	5	4	2	1	-	-
<b>5</b>	4	3	1	-	-	-
<b>4</b>	4	2	1	-	-	-
<b>3</b>	3	1	-	-	-	-
<b>2</b>	2	-	-	-	-	-

Additions to the die score : + Leadership score for unit

-1 if pinned -2 if suppressed

+1 for veterans -1 for green troops

Demoralised units may NOT: Reorganise Fire Advance

Communicate sensibly (for arty calls) Locate targets.

In addition the demoralised unit's leadership is reduced to zero.

**13. RALLYING** (see paras 20, 22 and 23)

When a unit becomes pinned or suppressed it will remain so until rallied.

Roll 1d6, add leadership score.

If the result is greater than or equal to the units rally score, then the unit rallies one level.

This will normally move the units status from suppressed to pinned, or from pinned to Ok.

If the result is double the required rally score then the unit can rally two levels.

If the original pinned or suppressed result was caused by an air attack or orbital weapons unit, then -2 from all rallying rolls.

If the rallying unit is still under fire whilst trying to rally , -1 from die roll.

Typical rally scores :

Good troops	=	3
Average troops	=	4
Poor troops	=	5

**14. TROOP QUALITY FACTORS**

The following can be applied as necessary to the above fire tables:

	Target		Green		Average	Veteran
Firer:	Green		-	-1	-2	
	Average	+1	-		-1	
	Veteran	+2	+1		-	

Veterans are always pinned by fire.

Green units may ignore pinned results if attacking (ie. moving forward to the objective).

Note that suppression is unaffected.

## PART II EXPLANATIONS

### 15. METHOD OF PLAY

Play requires the use of an active umpire for it to be really fast although it will work without an umpire provided that the sufficiently non-competitive. In the sequence of action is simultaneously for both sides. Interaction disputes are with by the umpire(s). Great emphasis should be on proper orders, briefings, maps, communications and concealment.



In either case, it is important to conceal, preferably by marking on sketch maps, the location of forces that would in sight. This is where an umpire is essential, in that he determine intervisibility.

Another excellent method of achieving game concealment, is to have one or more identical terrain models, separated by a screen, or in separate rooms. Each side has its own table, and the umpire places on only those enemy forces that have been located and reported. Obviously, this method requires duplicate forces and terrain.

The method can be further extended to include extra tables for detached forces from the same side, in separate rooms, to enforce the real confusion and communication problems.

Clearly these more involved methods require more umpires and extensive facilities. As a guide, there should be at least one umpire per separate table or terrain model, up to an ideal of one umpire per player.

### 16. SCALES AND GROUND

Each move represents about 10 minutes of real time.

The ground scale for the terrain model should be 1:10,000 (ie. 1cm equals 100 metres).

Each model gun or tank or vehicle represents whatever is convenient, in fact models are optional. It is the area of the base which is important.

When designing terrain models, be especially careful to get the relative positions of terrain feature correct for the area. Reference to readily available 1:25000 O/S maps is a useful guide to realistic terrain.

### 17. BASE SIZES

The following are guidelines on base sizes for units. It is clearly impracticable to rule on every conceivable type of unit to be found in The Universe, but following are the main types, with guidance on how to draw up bases for larger or smaller units where appropriate.

	<b>Frontage</b>	<b>Depth</b>
<b>GF Armoured Infantry Section</b>	20mm	20mm
<b>GF Armoured Infantry Coy HQ</b>	20mm	20mm
<b>Hover Scout</b>	20mm	20mm
<b>Militia Infantry Platoons, Mortar Platoons, Engineer Platoons, Militia Coy HQs, Starship Marine Groups</b>	20mm	20mm
<b>HoverTank Pltn, HoverGun Pltn, SM Pltn, CSCV Pltn</b>	40mm	40mm
<b>Conventional Artillery</b>	10mm per gun	As required
<b>Tracked Armour</b>	25mm	25mm
<b>Lorries</b> : (For troop transport, admin, logistics etc).	Frontage as appropriate	depth 4mm per real vehicle represented

The bases represent the normal area occupied by the unit when deployed for action. In some circumstances, units would have to operate in denser formations, for example in jungle, forest or towns. If you wish, duplicate units to represent this close order, down to a minimum of half the dimensions given above.

When organising your units, it is vitally important that you include the relevant tail units. Logistics are important in this game, and the presence of tail units has a battle-winning function.

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## **18. ORGANISATION**

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**A. INFANTRY.** The basic sub-unit is the platoon.

This is generally regarded as indivisible.

Platoons are grouped into companies, and companies into battalions, in accordance with the order of battle (ORBAT) as detailed by the scenario or on The Universe website.

**B. ARMOUR.** The basic sub-unit for armour is the troop/platoon. These will be grouped into squadrons/companies in accordance with the appropriate ORBAT.

**C. ARTILLERY.** The basic unit for artillery is the battery (normally of 6-8 guns), which in most armies would be grouped into regiments or battalions.

Batteries can, on occasion, be dispersed over a wide area, and in this case, it is acceptable to base the battery in section (2-4 guns) units.

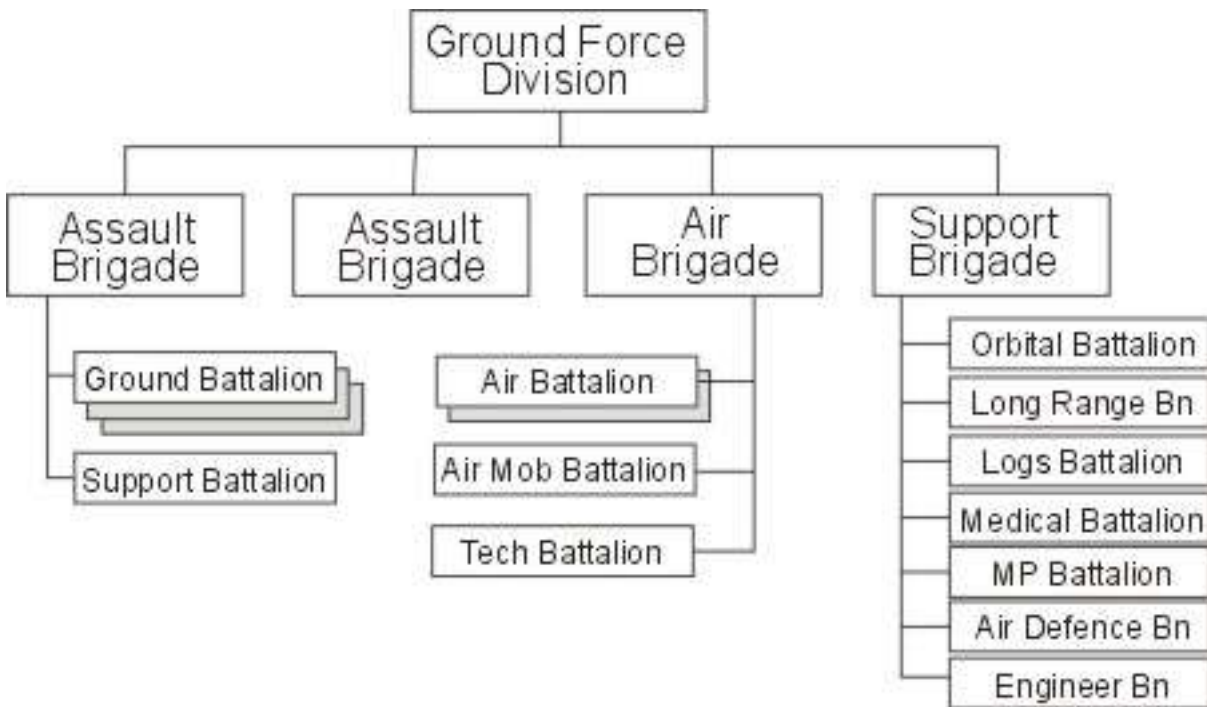
Forward observation officers for the batteries and regiments are not represented separately, nor do they need to be.

Their effect is simulated by designating particular lower HQs as having specific artillery units as being 'attached'.

Hence the unit (normally a company) will act as if it were an FOO.

It is a good idea to have a map for off-table artillery (usually almost all the artillery resources in a scenario is off map).

Example of a typical GF Division Organisation:



## 19. ORDERS AND COMMUNICATIONS

Each unit at company level and above will be given orders consistent with its objectives. These objectives will be defined in accordance with general orders either given by the umpire as part of the scenario, or generated in another, separate, planning game.

These higher orders represent Division or Fleet operational directives. In the absence of an umpire or planning phase, the players can arrive at some agreement between themselves on force levels and orders.

Company/squadron groups should not be split up, unless (in the case of armour for example), units are attached in support. As a guide, elements of a company/squadron should not move more than 500 metres from the next element in the same company/squadron if militia or 1,000m if GF. Units may only react to events or targets that they are directly aware of, or have been reasonably informed of by friendly units. The umpire(s) should penalise players moving or ordering troops apparently by ESP.

Units may only engage targets or react to events if those targets or events have been located (see para 2).



Issuing orders and communicating information takes time.

The main timings are given in para 2. Direct support artillery fire is that from an artillery unit or units allocated specifically to the calling unit for the operation, and therefore under its command. This must be written into the initial fireplan. Registered targets are those which have known range and bearing, ie. fully ranged in once already.

### Orders for infantry and tanks:

To brief and issue orders for a battalion for one objective – 30 mins  
Issuing orders that do not require contact with the enemy, such as movement orders - 20 minutes per battalion.  
Issuing orders to each battalion after the first, on the same objective - +10 minutes.

These are very general rules of thumb for timing plans and order issuing delays. There are many circumstances which will slow this down, such as coming under fire, or being in action at the time, or some special communication difficulties. Poorly trained or irregular troops will take 2 or 3 times longer to issue orders. Timings should also be increased when cooperation is expected from units unfamiliar with each other.

It is not only difficult, but virtually impossible for a unit to attack anything without having issued orders or had some form of briefing beforehand. For calculating smaller actions, or opportunity attacks, allow about 10 minutes per company or equivalent involved.

Suppressed units cannot issue or receive orders.

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## 20. TROOP QUALITY

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The troop quality falls into three, easy to remember, categories:

**A. VETERAN TROOPS.** Units with a high proportion of combat experienced officers, NCOs and men. Veteran troops were very wary of being killed, since they have seen too much of it, and had lived to be veterans by keeping their heads down at the right moment! In summary, veterans are hard to kill, good at killing, but easy to pin down.

**B. AVERAGE TROOPS.** There is little to say about these. Average troops are therefore, by definition, those represented by the normal rules. Any troops you cannot be bother to classify remain average.

**C. GREEN TROOPS.** Troops who have seen no previous action. Green troops are easier to hit, because they have yet to learn the essential differences between exercises and battle, and are less cunning in their use of ground etc. They are also less effective with their weapons ( a measure also of the quality of junior leadership in siting weapons). Green troops will, however, attack nearly anything - because all the gung-ho ones have not been killed off yet!

See para 14 for factors.

You will see from the factors that it is the relative skill of the protagonists that counts; that is veterans can gain a greater advantage over green troops than they can over average, and green troops have difficulty getting at veterans.

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## 21. PINNED & SUPPRESSED ARMOUR

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This represents the confusion, dismay and disorientation that seems to have occurred when tank units come under fire. Even the crew of a single tank can suffer very badly from the 'What In Hell Is Happening' syndrome. So, in the rules, the P and S results represent general degradation of the units effectiveness, without there necessarily having been casualties inflicted.

As in other cases, tank units must rally from pinned or suppressed results.

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## 22. MORALE

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There is no turn by turn morale throw in the normal form, since the immediate reaction of troops to fire is represented by the pinned/suppressed result. There is, however, a general morale test of the units will to fight on. The test (para 12) is to determine whether the unit is demoralised and takes no further actions. It is an arbitrary, all or nothing, cut-off point.

Some definitions:

Armoured units which become demoralised are counted as permanently suppressed. Once they have withdrawn to safety, the umpire will decide how long it will take the unit to recover. In the absence of an umpire ruling the unit will take 1d6 x 3 hours to recover.

Infantry units demoralised will break and run (non-tactically) for secure cover to the rear. If the enemy are within 200 metres, or retreat is impossible, then they will surrender, or wait to be captured.

Clearly, the test only need be taken by units that have already been badly battered.

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## 23. LEADERSHIP

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There has already been some reference to the concept of leadership. It is clear the qualities of leadership often distinguish between success and failure in battle. Whilst the player himself is demonstrating, in a very limited way, a few of the qualities of leadership this is not the whole story. Within any unit there are many junior leaders upon whom the player is implicitly relying. Leadership score is used to modify a number of results, in particular morale and close assaults.

If the scenario or umpire has not pre-allocated this score then use the following table for each company and for each battalion commander (and higher). Roll 1d6:

Score	Leadership
1-2	0
3-4	+1
5	+2
6	+3

The factor is used in the rules in the following circumstances:

- i. In rallying from pinned or suppressed.
- ii. As a factor in close assaults.
- iii. When testing for demoralisation.

The battalion commander can personally intervene in the above process, provided the player is prepared to take the risk. If the role is not played by a player, then roll the commanders leadership or less on 1d6 for him to intervene. The battalion commander is NOT the same thing as his HQ, which is a unit in its own right, and the Battalion commander should be separately represented, either with a suitable counter, or separately on a map. If he comes under fire then roll 1d6, score 1 to become a casualty. When a new commander is appointed, dice for his quality as above.

## 24. EXPLAINING THE ARMOUR BATTLE TABLE

The table looks a little complicated, but is in fact easy to use. First look for the firing weapon category, and the range band on the top half of the table. Refer down the appropriate column to the lower half of the table. Check the die score (plus additions) for the result.

Within the results table; A number = the number of vehicles KO'd in target unit;  
 P = target pinned                      S = target suppressed

## 25. EXPLAINING THE CLOSE ASSAULT

The close assault rule (para 11) assumes that the purpose of most attacks is to eject dug-in infantry from a defensive position. Usually it is achieved by an infantry assault, supported closely by tanks or assault guns, and supported by a preliminary artillery bombardment.

The exact area and strength of a defensive position is not always easy to define, so when the attack is adjudicated, the umpire (or the players by agreement) should determine how many defenders are involved in a single attack. This could be a single militia platoon, or a whole company, as circumstances dictate - but normally it is based on single platoons plus their supporting weapons (if any).

**EXAMPLE:**

A single Binnian Militia platoon (6 strength points) dug in on the edge of a wood, supported by an ATGW section (4 strength points). It has a leadership of +1.

This is attacked by a Martian GF platoons (10 s.p.) and a HoverTank troop (4 hovertanks), after a 30 minute bombardment from SP Artillery. They have a leadership of +2.

The bombardment suppressed both the ATGW section and the infantry platoon.

Total Binnian strength = 6 + 4 = 10  
 Total Martian strength = 10 + ( 4 x 4 ) = 26

Each side rolls 1d10:

	Binnian roll = 5		Martian roll = 4
Factors:	Binnian		Martian
	Dug in	+3	Leadership
	Suppressed	-3	Die roll
	Outnumbered 2-1	-1	
	Leadership	+1	
	Die roll	+5	
		-----	-----
	Total	5	Total
			6

Result: Attack minus defender: 6 - 5 = 1

Position Taken, the defender withdraws 200 metres into the wood, and loses 1 s.p. per unit, and is pinned at the end of the move. Of the attackers, the GF platoon takes 1 casualty, and the whole force is pinned on the objective. It will need to rally to continue the attack. Note: the tanks could just as easily have taken a casualty instead of the infantry, you can dice for where the casualties fall, or the umpire will make a judgement.

**Some Definitions:**

**Unsupported Tanks** = Tanks close assaulting with no infantry with them.

**Undeployed** = APC mounted troops attempting to 'shoot their way in' to a position, or other troops caught in a non-tactical position. This might be applied to bunched troops.

**Specialist Close Assault Troops** = Assault engineers, Starship Marines etc.

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**26. EXPLAINING INFANTRY & ARTILLERY EFFECTS TABLES**

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The weapons have been grouped into very broad bands. The tables themselves are self-explanatory:

Within the results table; A number = the number of s.p. lost in target unit;  
 P = target pinned                      S = target suppressed

**FACTORS AND MODIFIERS.**

Speculative fire is any fire at un-located targets.

**GENERAL DEFINITIONS.**

<b>Deeply Dug In</b>	Troops in bunkers, fortified cellars, pillboxes or other deep field defences with strong overhead cover. GF or SM troops Dug In count as Deeply Dug In.
<b>Dug In</b>	Troops in foxholes or mostly open trenches, or defending buildings
<b>In cover/APC/GF</b>	Troops occupying woods, close hedgerows, forests or GF or SM Armoured troops.
<b>Stationary in open</b>	Troops making the best use possible of dead ground, small hedges, ditches or other terrain features not specifically represented on the table top. Does not apply to GF / SM Armoured troops.
<b>Moving in open</b>	Troops moving tactically across the open where necessary, using any available cover, but necessarily presenting a more vulnerable target. Does not apply to GF / SM Armoured troops.

Troops may also move non-tactically (see para 9). Since they are moving faster, they are much more vulnerable to fire. Any troops making a non-tactical move automatically DOUBLE all effects on them.

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**27. STRENGTH POINTS**

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All units are composed of a number of strength points (s.p.).

For vehicle and armoured units, 1 s.p. represents one vehicle. For infantry it is 1 s.p. per 4-5 militia or 2 GF Armoured. When an infantry unit loses all its strength points it has not, in fact, been wiped out to a man, but merely ceased to function as a unit.

As a rough guide, one infantry strength point lost equates to one killed and two wounded or one Armoured soldier down and one damaged.

Examples of unit strengths:

Unit	Strength Points (SP)	Represents
GF Infantry Section	4	8 GF Armoured infantry
GF Coy HQ Unit	4	5 GF Infantry and 1 GCV
Starship Marine Group	10	35 Starship Marines
Infantry platoons	8	Approx 35 infantry
Infantry HQ Element	4	Approx 10 plus light vehicles
Artillery Batteries	8	6 guns and crews
ATGW sections	4	2 ATGW Launchers and crew
Mortar Platoon	4	4 Mortar tubes
HoverTank Platoon	4	4 Hovertanks
HoverRLS Platoon	4	4 RLS Hover Launchers
Hover Arty Platoon	4	4 Hover artillery
CSCV Platoon	4	4 Close Support Combat Vehicles
Standoff Missile Platoon	4	
Long Range Section	4	1 ICBM plus support vehicles
GF Engineer Platoon	2	12 specialist GF armoured engineers

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## 28. ARTILLERY RANGES

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Weapon	Effective Range	Maximum Range
Conventional artillery	30 km	40 km
GF Hover Artillery	40 km	60 km
CSCV missiles	15 km	25 km
RLS system	30 km	40 km
Infantry Mortars	3 km	-
Heavy Mortars	5 km	-
Standoff Missile	50 km	-
ICBM	Unlimited	Unlimited

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## 29. ENGINEERS

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An engineer platoon with special digging equipment can dig a company-sized 'dug-in' position in 20 minutes, or a 'deeply dug in' position in 2 hours. They are considered a non-tactical target when working. Engineers may demolish a bridge after 20 minutes preparation. Bridging troops may construct a prefabricated bridge in 20 minutes, or 40 minutes under fire (not including periods pinned or suppressed).

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## 30. POWs

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When units surrender, the surrender will be accepted by most troops.

Exceptions must be specified in the scenario.

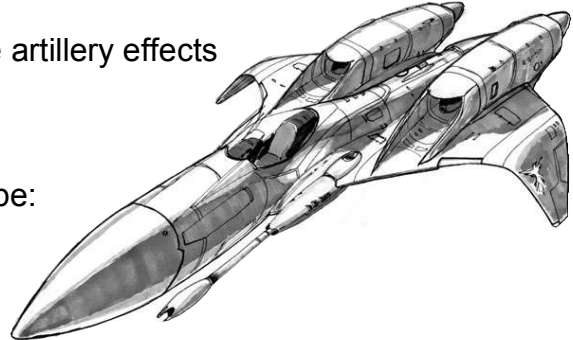
If a unit takes more than 50% strength losses in taking a single enemy position, then there is a 1/6 chance that the surrender will not be accepted and the defenders killed ("Too late chum!").

Guards must be provided for POWs at a ratio of one strength point detached for every 8 strength points captured (or part thereof).

### 31. AIR

Air to air combat takes place well above the combat zone and is rare because one side or the other has already established AIR superiority long before any ground combat.

AIR Strikes on ground targets are included in the artillery effects tables.



#### Ground to Air fire

Ground fire against an incoming AIR attack can be:

- a. Deterrence - Deter an AIR strike altogether, forcing a mission abort
- b. Distraction - distract and AIR strike and make it less accurate (and/or
- c. Point Defence - damage AIR units after their weapon release

Depending on the range and effectiveness of the weapon firing

#### Effect of Ground Fire

If under AIR attack, roll 1d10 per unit firing.

Pinned Units or units under smoke may not fire on AIR

Type	Range to AIR attack point	Score to force Abort	Score to Distract	Score to Damage	Type
GF or Hovertank Ground Fire	500m	-	-	8+	<b>Point Defence</b>
Infantry Ground Fire	300m	-	-	9	
Multi-cannon in AAA role	800m	-	-	8+	
Infantry SAM	2000m		7+	9	<b>Distraction (-2 on AIR effects)</b>
Mobile SAM / CSCV	5000m	6+	-	8+	<b>Deterrence</b>
Strategic SAM (fixed)	Unlimited	4+	-	9	

Damaged AIR units abort and cannot sortie again that day. Second damage on the same unit causes a shoot down.

Damaged Airtrans are grounded immediately, second damage causes a shoot down.

Undamaged AIR units can sortie over the battlefield every 4 hours.

## **Combat Helicopters/Flyers**

These come in units of 4 SP and are counted as the same as a single AIR.  
Use the same AA rules as above, but 'damage' = 1 SP.

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## **32. Shuttle Deployment**

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GF Forces have high strategic mobility.

Typically GF units are lifted by Airtrans.

Light Airtrans are for command and liaison and do not normally lift units of any significant size.

Medium Airtrans can lift -

1 x GF Platoon

1 x GF HQ unit (less vehicles)

Heavy Airtrans

1 x Any tank, SP arty or CSCV unit or 4 vehicles.

1 x GF Company less vehicles

Airtrans count as vehicles for firing.

The move to anywhere on the map in one turn. They take one turn to load / unload.