

Xenocide: Firefight - Beta version 2.05(6/8/2005)

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Introduction

Game basics - Armies are composed of squads of figures, usually 3 to 10. They can be figures from any line - if there is a line of figures you think need stats not represent here, let me know. This game should play equally well in 15mm, changing nothing.

Xenocide is entirely d10 based. Sometimes a d3 is called for, in which case a 1-3 = 1, a 4 - 7 = 2, and an 8 -10 = 3.

The turn sequence is different from most games of this genre:

Place special orders

Shooting

Movement

Opportunity Fire

Melee

Recovery

Xenocide is being built for flexibility. That means using lots of different types of armies, and a lot of different scales of armies. From a small squad skirmish of 10 guys, to massive battles of 100's, just as smoothly, though maybe with a few minor changes to the rules.

It is also meant to keep a sense of simultaneity, while still flowing smoothly. This means that all firing is considered simultaneous, melee is simultaneous, and movement does the best it can to reduce the advantage of moving one side first. In other words, a lot like Armies of Arcana.

Unit Stats

An infantry unit will have the following stats:

Name - Just a name.

Victory points (VP) - a measure of the relative fighting value of the model. This is used when putting together an army to make a fair battle (as in, we will play a 3000 VP battle).

Movement - How far it can move, assuming a normal cautious advance after firing. This may be doubled (or maybe even tripled) to run or charge. Some special forms of movement may also appear here, with an explanation of the alternative form of propulsion (Move: 4"/Jetpack 12" Flying

Wounds - How much damage a model may take before falling out of action. Most humans will take 1 wound.

Armor - a measure of the protection possessed by the model. It must roll equal to or less than this number on a d10 whenever hit by a weapon; a higher roll means the weapon penetrated and the model has taken a wound. A weapon's power will reduce the effectiveness of armor.

Aspect - A measure of how difficult the model is to hit. A normal man has an Aspect of 0. Larger models will have higher aspect, while smaller models may have a lower aspect. Some models may also have lower aspects due to camouflage ability or other special traits.

Missile skill - This is a measure of the models firing accuracy, to cause a hit which would knock an opposing model out of action. A model must roll equal to or less than this number to score a hit with a missile weapon. A normal soldier has a skill of 3. This can be modified by range, by cover, by an opponent's aspect, or other miscellaneous factors.

Melee Skill - This is the likelihood of a model inflicting a serious wound in hand to hand combat, against a normal opponent. If a number appears in brackets beside this number, it indicates the model is skilled enough to lower the melee skill of the opponent by this number.

Strength - This indicates the raw physical strength of the creature, which is added to the power of a melee weapon for armor penetration. It may have other uses as well.

Morale - This indicates the models general intestinal fortitude. As units suffer incoming fire, they can lose their willingness to move and fight to suppression. Higher morale requires more shots to become suppressed, and lets them recover from it more quickly.

Weapon Capacity - This is a somewhat novel term, made to keep things flexible. Simply stated, there is only so much gun a guy can carry and fire. Each weapon type has a size class - a model can fire a weapon of a size class equal to or smaller than his weapon capacity and still move normally. Larger weapons cannot be fired on the move, while smaller weapons can be fired on the run. A model may carry a weapon 1 class more than his capacity, but a weapons two size classes larger will require multiple models to move. *Example: An assault rifle is a class 2 weapon, and normal human has a weapon capacity of 2.*

A melee weapon of equal size class must be carried in with 2 hands. Weapons that are one size class smaller may be carried one handed, while weapons one size larger requires 2 hands and the model will strike after all opponents. A hand may not be used to fire a missile weapon and use a melee weapon in the same turn. *Example: a Human with a weapon capacity of 2 could wield a size 1 melee weapon (say an axe) and a size 0 shooting weapon (say a pistol) at the same time.*

Combi-weapons can be made, which are either melee weapons with a shooting function or a shooting weapon with a melee function. A combi-weapon can be used both ways in the same turn. The second weapon must be two sizes smaller than the primary

weapon. *Example: A rifle with a bayonet (size 2 gun, size 0 melee weapon). A great sword with a carbine shooting function (size 3 weapon, size 1 gun).*

Some weapons may be integrated into the armor or body of the model - these may always be considered as requiring one hand to hold and operate. Only weapons of equal size class or smaller may be integrated.

Special abilities - Things like camouflage, special movement and multiple melee attacks are listed here.

Equipment - This lists the weapons and armor the model carries.

Weapons have these stats-

Size class - a measure of how big the gun is, and how much of a man (or alien) you have to be to fire it. See Weapon Capacity for a further description.

Rate of fire - Indicates the number of chances a weapon has to significantly hit an enemy model - this may not necessarily reflect its rounds per second, but is a relative number. A normal rifle could squeeze off several shots in a turn, but only rolls once to see if it debilitates an enemy. Likewise, a light machine gun may fire off 60 shots in a game turn, but only rolls 4 times to injure targets.

Power - Indicates the weapon's ability to penetrate armor. Subtract this number from the opponent's armor rating when he rolls to save a hit from this weapon. Some weapons may have a (X#), where the number indicates the number of times the model hit by the weapon must save. Each failure inflicts one wound.

Some weapons may have a weakness number instead of strength, indicating they are so weak that they may not significantly injure an unarmored target even if they hit. The weakness value adds to the armor rating of a target it hits, even if the target had no armor at all. *Example: A Delari Needler has a weakness of Weak 2, meaning the opponent adds two to his armor when making armor saves.*

Some weapons may show #d3 hits below their strength. These weapons have an area of effect where they hit, which can hit multiple figures or even multiple units. Instead of counting figures under templates (as some other games do), the effect is abstracted to say that #d3 figures in the unit are effected, where # indicates the number of d3 to be rolled. *Example: A rocket that does 2d3 hits rolls to hit successfully. The player rolls two d10. He rolls a 3 and a 7, which is a 1 and 2. The rocket hits three models in the unit. If the unit has less than three figures, every model in the unit suffers a hit.*

If an attack from an AOE weapon misses its attack roll by 2 or less, it does a partial hit on the target unit doing 1 hit for each # of the #d3 it could have inflicted. *Example: The rocket from above needed a 3 to hit, but rolled a 5. It scores a partial hit, and does hits to two models in the target unit.*

Other weapons may have an (X#) after their power. This indicates tha the weapon actually causes multiple hits on a single target when it hits, and the target must make the

indicated saves at that particular power, or suffer a wound for each failure. The hits from a single attack can only affect a single model. This is common for sniper weapons and cannons.

Normal Range - indicates the optimal range for the weapons accuracy. In general, larger weapons have better ranges, as longer barrels give better aim.

Long Range - Most weapons can be fired at greater than their optimal range, though at reduced accuracy. Shots taken at a target between normal range and long range are at -2 to the firing model's skill. Many weapons will have LOS for their long range - this indicates the weapon has a range to cover the whole battlefield, though not with tremendous accuracy.

A unit shooting with ranged weapons only needs to measure for range between the closest models - all models use that range to determine if they can attack.

Some weapons may have other special abilities associated with them.

Weapon Capacity: the effects of different missile weapon sizes vs weapon capacity are shown below:

S-2 Weapon Size is 2 smaller than Capacity (A human with a pistol)

The weapon may be fired with 1 hand. It does not count against weapon carrying capacity.

The model may move after shooting.

If the model is on Run orders, it may fire the weapon at -2 skill in the opportunity fire phase.

The weapon may be fired at Point Blank range (6" or less) at +1 skill. The weapon may be used while in close combat, with the point blank range bonus.

S1 Weapon Size 1 smaller than Capacity (A human with a carbine)

The weapon requires 2 hands to fire.

The model may move after shooting.

If on Run orders, it may fire the weapon at -2 skill in the opportunity fire phase.

The weapon may be fired at Point Blank range (6" or less) at +1 skill.

It may be fired while the model is in melee, but does not get the close range bonus.

S0 Weapon Size equal to Capacity (A human with a rifle)

The weapon requires 2 hands to fire.

The model may move after shooting.

The weapon may not be shot while on run orders.

The weapon may be shot while the model is in melee, but at -1 skill.

S+1 Weapon Size is 1 greater than Capacity (A human with a sniper rifle or light machine gun)

The weapon requires 2 hands to fire.

The model may not move after shooting.
The weapon may not be fired while the model is on run orders.
The weapon may not be fired while the model is engaged in a melee.

S+2 Weapon Size is 2 greater than Capacity or greater (A human with a medium machine gun or mortar)

The Weapon Requires 4 hands to fire (generally, 2 crewmen).
The model may not move after shooting.
The weapon may not be fired while the model is on run orders.
The weapon requires models with a combined strength equal to its size to move.

Melee Weapons

A model may use a melee weapon of 1 smaller size class in one hand, or equal size class with 2 hands. You may not use a hand to shoot a missile weapon and use a melee weapon in the same turn. Thus a human with a Weapon Capacity of 2 could fire a pistol and use a class 1 sword on the same turn, but could not fire a rifle (2 hands required) and use a class 1 sword. However, a model with 4 hands and a Weapon Capacity of 4 could fire a class 4 rifle and attack with 2 class 3 swords.

Melee weapons use the strength of the attacker for their power, and often add additional power. One handed weapons use the models strength -1, while two handed weapons use the models full strength.

Orders Phase

Units may be given special orders - Standard, Opportunity Fire and Run. Place an upside down order counter by each unit to show what it will be doing. If no counter is shown, it is assumed to be on Standard orders (some forces might make more sense to be on run orders normally, this should be specified at the start of the game).

Standard (requires no counter)- The unit fires in the shooting phase. If it can move after firing the size class of weapon it uses, it may move in the movement phase.

Opportunity fire - The model does not fire in the Shooting phase. It may move in the movement phase. It may then fire in the opportunity fire phase if it did not move, or uses a weapon that could be fired after the model moves.

Run - The unit does not fire in the shooting phase. It must move between its normal movement and double its move in the movement phase (though it may stop if it engages an enemy in melee). It may shoot in the opportunity fire phase only if it uses a weapon that can be shot on the run.

Shooting Phase

Units fire their missile weapons unless they are on opportunity fire or run orders. All firing is considered simultaneous in this phase. If a unit is shot at and suffers suppression or casualties, it is recommended it should be given its chance to shoot immediately, without the penalties or losses it just suffered being applied. Doing this will prevent confusion over the status of the unit at the start of the shooting phase. If the unit was on opportunity fire or run orders, or has already resolved its shooting attacks, the effect the attack can be applied immediately.

Targeting

Shooting is normally resolved between units: one unit fires at another unit. This kind of shooting has two effects – it can cause hits that kill enemy troops, and it can suppress the enemy to reduce their shooting accuracy and movement.

Alternatively, a player may fire his troops individually at individual targets, but if he does so, no suppression markers are placed on the enemy units that are fired at.

A unit must fire at the closest enemy unit within 12", unless that target is engaged in melee combat with friendly troops. If the closest target within 12" is engaged, it may be ignored for the next most distant unengaged target within 12". If no enemies are within 12", the unit may target any enemy unit within range, unless its Line of Sight is blocked by terrain or another unit.

Enemy units block line of sight to other enemy units, unless the closer unit has a smaller aspect than the more distant one. A unit may also be shot over if either the shooting unit or the target unit has a higher elevation than the interposing unit.

Sometimes enemy units will be mixed together. In this case, the attacking player selects one of the units as the primary target, and if he scores enough hits to affect every model in the first unit, he can allocate the additional hits on the other unit.

Suppression

When a unit takes any fire, it may begin to lose its will to fight, and start thinking about keeping its head down. In Xenocide, a unit suffers suppression markers as shots are fired at it, which can prevent the unit from moving and reduce its accuracy when shooting. A unit suffers a suppression marker for every X attacks made against it, where X depends on its base morale and the cover they are in:

Suppression Threshold	
Morale of the unit	Number of attacks needed to place a suppression marker.
4	3 Attacks
5	4 Attacks
6	5 Attacks
7	6 Attacks
8	7 Attacks

The suppression threshold is increased by 1 if the target is in light cover providing a -1 to hit penalty, and by 2 if it was in heavy cover providing a -2 to hit penalty. If the unit has ten or more wounds worth of creatures in it, it adds +1 to its threshold. Some units may be Brave, which also adds one to their threshold.

Once a unit selects its target, it totals the number of attacks it will make, and subtracts the number of suppression markers it has from that total. An area of effect weapon is considered to be making an attack for every d3 it can roll for a successful hit. *Example: a unit has four models with single attack rifles and two models with missiles that each do 2d3 hits. This unit is considered as making 8 attacks - 4 from the rifles and 4 from each rocket launcher. If the target had a morale of 5, it would suffer two suppression markers. If it had a morale of 6, it would only suffer one suppression marker..*

If the target unit is intermingled with other units, those other units take suppression tests as if they received an equal number of attacks.

Attacks that have no chances of wounding because their strength is 10 less than the target's armor do not count for suppression tests. Vehicles never take suppression tests.

When a unit has 4 or more suppression markers on it, or as many markers as wounds in the unit (whichever is lower), their morale is Broken. Broken units must take a morale test at the start of the movement phase. Units that fail this test attempt to flee the battlefield. Even if they pass, their movements are limited by a desire to get out of the line of fire and away from the enemy. This will be discussed in the Movement phase rules.

Rolling to hit

Once the suppression is determined, the attack is resolved. The shooting unit rolls a number of dice equal to the number of attacks for each of the weapons they are firing. The player must roll equal to or less than the firing model's missile skill with each die to

score a hit with that attack. The attacker's skill is modified by adding the target's aspect, so a skill 3 model firing at a target with an Aspect of 2 needs a 5 or less to hit. The following will also affect the to hit rolls:

- +1 when firing at enemies within point blank range of the weapon (only S-1 or S-2 weapons have Point Blank range)
- 1 if the attack is shooting on Run orders with an S-1 or S-2 weapon.
- 1 for if the target is at Long Range
- 1 if the target is in Light Cover, or is partially obscured by an object between the two models
- 1 if the target obscured by darkness or smoke
- 2 if the target is in Heavy or Fortified Cover
- 1 for each suppression marker on the firing unit.

A model's skill will never be reduced to below 0. If a zero is needed to hit, the player rolls the attacks, then rerolls all 1's needing a 5 or less to hit.

A model's skill may never go above a 9; a 10 always misses.

When firing at an entire unit which is partially in cover and partially out of cover, the unit receives the cover bonus if half or more of the models are in the cover. Light cover includes wood fences and buildings, forests and scrub. Heavy cover includes concrete walls and pipes, metal obstacles, etc.

It is perfectly acceptable to save time by rolling all attacks on a given target by models firing the same weapons and needing the same to hit roll at once. This is a very common approach when firing one squad at one target unit.

Area of Effect Weapons (AoE)

Weapons with a #d3 listed with their strength are Area of Effect weapons, indicating they have blast radiuses or otherwise have the capability of affecting multiple targets. When one of these weapons hits, roll a number of d3 equal to the # to determine how many models in the target unit are hit. Each model in the unit can only be hit once from a single weapon this way. If the target unit is interspersed with another unit, additional hits may be allocated on the interspersed unit or units once every model in the target unit is hit.

The Armor Save

When a target is hit, it gets an armor save to deflect the hit. The model must roll equal to or under its armor value to save the hit, or it suffers a wound. If the weapon has a Power, that is deducted from the armor value before the roll.

Each failed armor save results in a wound on the targeted units. Each wound kills (or otherwise incapacitates) a single wound model. Models that have more than one wound need to have their unit suffer that many wounds to lose a model. *Example: A squad fires on a unit of 3 wound models, inflicting seven wounds. The target unit must lose 2 models, and a marker is put on the unit showing it has taken 1 wound towards losing another model.*

Some weapons have their Power listed as a "5 (X2)"-like format. The first number is the Power of the attack, while the second number is the number of times a model hit by that attack must save. Each failure inflicts one wound on that particular model.

Example: A model with armor 7 gets hit by a 5(x2) weapon. He must save twice, needing twos, with each failure inflicting a wound.

Firing through a Friendly Unit

If a unit targets an enemy through a friendly unit, all rolls of 10 hit the interposing unit. The shooter decides how the hits are allocated.

Firing into a Melee

You may fire into a melee, but run the very real risk of hitting your own troops. When firing into a melee, you may pick your target by the normal targeting rules. All units in that combat must make suppression checks based on the full firepower put into the attack.

After hits on the enemy are determined, the attacker rerolls all attacks that missed the enemy to hit friendly units in the combat (friendly fire). The player of the originally targeted unit decides how friendly fire hits are allocated.

AoE attacks shot into melees divide their hits evenly among all of the units in the melee. If an AoE weapon misses, it does not reroll misses against the friendly units.
Example: a unit of 5 of player A's troops are engaged with a unit of 3 of Player B's troops. Player A has a unit fire three light rockets at unit B, each of which does d3 hits. He scores two hits, inflicting 1 and 4 hits respectively. The first weapon only affects target B. The second weapon affects two models out of each unit in the melee.

Firing While Engaged

If a unit is engaged in Close Combat, it may fire at a unit engaging it. It may not fire at a target it is not engaged with. It may only use weapons of equal size class or lower to shoot with; larger weapons are too bulky for the model to aim at enemies so close. Point blank range bonuses do apply for size -1 weapons when firing at targets engaged with the firing unit.

The firing unit does not apply suppression against itself unless it is using AoE weapons, nor does it reroll misses at itself. If other friendly units are involved in the melee, those do suffer suppression tests and friendly fire as described in the Firing into Melee section. AoE attacks can affect the firing unit.

Thrown Weapons (grenades) (n)

A grenade must be a S-2 weapon for the creature throwing it. It has a range of 12". They do have a point blank range if they are a sufficient size compared to the throwing model.

Roll to hit with grenades like any other weapon, with normal penalties for moving and firing vs size class included (including point blank range). Give a -1 modifier to skill if the target is in any sort of cover. They may have a variety of effects, which will be described with the weapon.

Movement

Movement is handled by one side moving all of its units, then the other side may move all of its units. During a player's movement, enemy units that are on Opportunity Fire may take Snap Shots at a unit while it is moving. The shooting player may declare his intent to shoot at any point during the unit's movement. These attacks are resolved in the Movement Phase. Snapshots do not cause suppression, and the firing unit suffers a -1 to its skill.

Roll for initiative at the start of this phase. The player that rolls lowest may decide to move first or second.

A model must remain within 8" of every other model in its unit. They may not voluntarily separate further. If they are forced to separate, they must move back into compliance voluntarily the next movement phase, or models that are left out of range are removed from the board as lost models.

Models moving through rough terrain, such as rubble, forests and up steep slopes (30 to 45 degrees or more) loses 1" of movement for every 2" traveled through that terrain (a 4" move through rubble costs 6" of movement). If the model moves through less than 2" of this terrain, there is no penalty.

Models moving through very rough terrain, such as up ladders or ropes, climbing rough walls, up very steep slopes (45 to 60 degrees) or treacherous ground (like across a junk pile), lose 1" of their movement for every 1" traveled through the terrain (moving 4" up a ladder costs 8" of movement).

Units moving into contact with an enemy unit are engaged in a melee. A unit may move out of a melee, but it will suffer attacks from the unit they were engaged with as they disengage. This melee combat is resolved in the movement phase. The unit leaving the combat does not get its attacks.

Suppression and Movement

Units lose 1" of movement for each suppression marker on them if they are moving towards a visible enemy. If they are moving away from a visible enemy, or don't see any enemies, they can move normally.

Units with Run orders double their normal movement. If they are running towards visible enemies, they lose 2" of movement per suppression marker.

A unit with 4 or more suppression markers on it, or more suppression markers than the number of wounds remaining in the unit, is a Broken unit. It must make a morale test in the movement phase if it can see any enemy units. If it fails, it will attempt to flee

the battlefield, moving towards the closest board edge that doesn't bring it closer to an enemy unit. If an alternative means of fleeing is available and closer (a teleporter pad, a vehicle that moves faster than they do, a tunnel entrance that leads away from the enemy), they will flee towards that instead. If they flee the battlefield, they will not return during the game.

If it passes the morale test, it will still be unwilling to move closer to the enemy. If out in the open and in sight of a visible enemy, it will move towards the closest cover not occupied by the enemy. If no cover is available, it will move away from the closer visible enemies, and back towards its deployment area if it can.

Special Movement

Grav Packs - These are either weak jets or partial anti-grav systems, used to effectively lower the gravity the model experiences. They allow models to move in great leaps and bounds. They may jump over terrain features, and may fall from any height safely (these are often used in place of parachutes) However, they are deactivated anywhere that has a low ceiling, such as in buildings or in typical forests.

Models with Grav Packs may jump onto or over features up to 6" in height, and over obstructions up to 9" wide. They may fall any distance safely.

A model may take Snap Shots (see below) while in the air, but this is at an additional -1 to hit penalty (-2 total). There is no additional penalty for firing back at such models with opportunity fire, as movement is in fairly predictable arcs.

Flight Packs - Models that are flying must be on Run orders. They may fly up to triple their movement. They are reduced to a standard movement distance on the turn they land or take off. Flying rules will get more detailed in the future.

Teleporters - Teleporting troops may decide to move anywhere they can see within quadruple their normal movement, without crossing the interposing terrain. They must be on run orders to teleport. They can also teleport to any location within 12", even if they cannot see it. This includes inside buildings or caves, unless they are shielded. They can teleport into melee if they have an enemy unit within range.

However, if they teleport into a melee or to someplace they cannot see, they have a 10% of missing their reentry and embedding themselves into an object, or even simply scattering their atoms into a fine mist.

Snap Shots

Units that are on Opportunity Fire orders may chose to shoot as the target unit is moving. This is generally less effective than waiting for the Opportunity Fire phase, as the attacks do not cause suppression, and suffer a -1 to hit penalty. It is best used against targets moving into and out of sight, or moving from covered position to covered position.

The shooting player nominates his target as the opponent moves the unit, and declares where along their movement they will be targeted. He then measures range to that point. The opponent should finish moving the unit, then the attack is resolved. If the moving player has other units to move, he can continue moving them after the attack is resolved.

(Should the moving player get snap shots? It could get complicated...)

Opportunity Fire

After all units have been moved, units that have Opportunity Fire or Run orders may take their attacks, if their weapon sizes allow them to. Units which took a Snap Shot in the movement phase may not fire again in the Opportunity fire phase.

These are resolved identically to how Shooting Phase attacks are resolved. They do cause suppression, and do not suffer the -1 shooting penalty that snap shots do.

Melee

Melee combat is resolved in a simultaneous manner, like firing - do not remove killed models before they get a chance to strike.

A model must roll equal to or under his melee skill to hit an engaged enemy model. Melee skill may be affected by the modifiers below.

- +1 if the enemy is a broken unit
- 1 if the attacker is a broken unit
- 1 for every point of melee defense the enemy model has.
- 1 if attacking through an obstacle - a doorway, a window, gratings, etc.
- 1 if attacking in poor visibility - smoke or darkness, for instance

Unlike missile fire, melee attacks cause suppression tests based on the number of hits they receive, not attacks. Suppression tests are taken after the melee attacks are resolved.

Melee Results

After the melee attacks and suppression are resolved, both sides make an opposed test to determine if they are driven back from the combat.

Both sides roll a d10 for each unit in the combat, and add the number of suppression markers on the unit to the die roll. A side that has half as many wounds left in the combat as the enemy adds 1 to each of their die rolls.

Units that score higher than the highest enemy roll lose the combat, and suffer an automatic suppression marker (no suppression check needed). If their score was higher than their morale value, they must make a retreat move at the end of the Melee Phase. However, a unit that was defending cover may increase its morale value by the defensive bonus of the cover for this check. *Example: After a melee combat in a forest, Unit A has*

one suppression marker and Unit B has 3. They both roll a d10 and add the number of suppression markers - A rolls a 3 (scoring a 4) and B rolls a 3 (scoring a 6). B's suffers another suppression marker. B's morale is a 5, and it would have to flee from the combat. However, because it is in a forest (defensive bonus of 1), it counts its morale as a 6, and so may decide not to retreat from the combat.

A unit may always voluntarily decide to retreat from the combat.

Retreats

After all close combat has been resolved, make any retreat moves that were required. A retreat is made by doubling the unit's normal movement, and moving just like it was a broken unit (even if it isn't).

If for some reason a retreating unit has models that cannot end their retreat at least 4" away from any enemy, those models must make individual morale checks or else surrender, and be removed from the board as a captive.

Follow-ups

After all units have retreated that need to, units that were engaged in a combat and have their enemies flee may make a normal move in any direction, including towards the enemy which just fled, or moving to engage another enemy unit.

Morale Recovery

Units which have suppression markers may try to remove them. Roll a d10, needing to roll less than the highest morale in the unit to remove a suppression marker. If the unit is out of sight from all visible enemies, it may roll two dice, and remove a marker for each successful roll.

If a commander is within 6" of the unit, the unit may make an additional. Morale check to remove a suppression marker. A unit can only gain this benefit once per morale phase, so additional commanders do not allow additional checks for a given unit.

Vehicles

Though the term vehicle typically applies to large machines that troops ride on or in, the rules for vehicles can also be used for large, independent combat systems, or for very large creatures.

Vehicle stats are:

Base Movement - this is not an absolute movement distance. Any vehicle can generate speeds that would let it blow past the battlefield in a single turn. However, they aren't going to shoot accurately, nor can they deploy troops at that speed.

To get more control of vehicles in the game, they are given a move increment as an order. This is how many multiples of their base movement they can travel in one turn. An increment of 0 allows them to move between 0" and their full move, an increment of 1 allows them to move between 1X and 2X their movement, an increment of 2 allows them to move between 2X and 3X their movement, etc. *Example: An APC has a movement of 12". If it was given a 0 move increment, it could move between 0" and 12" that turn. If it was given a move increment of 3, it could move between 36" and 48" that turn.*

A the move increment can only be increased by one each turn. It can be reduced by 1 with no penalty to its actions. It can be reduced by two (hard breaking), but it cannot fire or deploy or load-up troops that turn.

An increment of 0 is like a standard move for the vehicle, and an increment of 1 is like a run. Anything faster prevent the vehicle from shooting or deploying troops.

Propulsion - This shows the type of system used to move the vehicle, and greatly affects how terrain affects it and how fast it can turn.

Armor - This works just like troop armor, though vehicles typically have more of it.

Damage Threshold - Vehicles do not suffer wounds like normal troops. Generally, there is a fine line between deflecting a shot and being totally destroyed, and most hits will do one or the other.

A vehicle that fails an armor save receives one damage marker for every point it missed the armor roll by. When it has damage markers equal to its threshold, it becomes disabled. Disabled vehicles cannot move or shoot. If it has twice as many damage markers as its damage threshold, it is completely destroyed. Destroyed vehicles cannot move or shoot, and inflict a hit on every model within 3" equal to half of their strength. Destroyed vehicles emit a smoke cloud 3" around them.

Each damage marker also reduces the vehicle's base movement by 2", and reduces the accuracy of its weapons by 1.

Strength - A vehicle's strength is relevant when it is ramming something, or sometimes when it is towing something.

Passenger Capacity - Many vehicles are designed to carry troops. The capacity indicates the number of troops that can fit into the vehicle. There will also be an open or closed designation to this stat, which indicates whether the vehicle completely encloses the troops or not. Closed vehicles offer more protection (especially against AoE weapons), but Open vehicles allow troops to fire out of them as they move.

Some vehicles are passenger piloted, indicating separate crew must be bought for them. These are typically small battle platforms which get left behind when the squad deploys.

Weapons Mounts - This shows the capacity of each weapon mount, their accuracy, and their arc of fire. Weapon capacities work just like they do for troops, though they are generally much higher than normal troops have.

Alternatively, vehicles can be loaded up with weapons on the stat line, simplifying their purchase for players who don't want to deal with the math of installing weapons.

Vehicles only fire in the opportunity fire phase.

Just like troops, movement can affect the ability for some weapons to fire, based on their size vs. the capacity of their mount.

Vehicles in the Orders Phase

Vehicles in the Orders phase should be given their speed increment. After the orders are revealed, the old increment is removed from the vehicle. Vehicles with a 0 increment are on a standard move, and can fire any weapons that can be moved and fired (Size 0 or less). Vehicles with a move increment of 1 can fire any weapons which can be shot on the run (size -1 or less). Vehicles only fire in the opportunity fire phase.

A vehicle can increase or decrease its move increment by 1 each turn. It can also hard break, dropping its move increment by 2, but it cannot fire that turn.

Flying vehicles must always have a move increment of 1 or higher, Or else they crash.

Vehicles in the Shooting Phase

Vehicles do not shoot in the shooting phase, only during the opportunity fire phase. Passengers in open vehicles can shoot in the shooting phase. Some open vehicles will have "open" weapon mounts that can be fired by a passenger in the shooting phase.

Vehicles never suffer suppression, nor do troops riding in close vehicles. Troops riding in open vehicles do suffer suppression, whether they are the target of the attack or the vehicle is.

Shooters may target troops riding in open vehicles instead of the vehicle itself. Such troops are assumed to be in heavy cover (-2 to be hit). Shots that miss the passenger unit by 1 or 2 hit the vehicle instead, and the vehicle must make any saves it was entitled to.

Area of effect weapons which hit an open vehicle (not the passengers) apply their first two hits to the vehicle, and any additional hits to the passengers.

Passengers in vehicles that get disabled each suffer Weak 2 hits. They may then exit the vehicle in the movement phase. Passengers in vehicles that get destroyed suffer Strength 3 hits. Those that survive are placed just outside the vehicle.

Vehicles in the Movement Phase

Vehicles move at the same time as the rest of that side's forces. They must move according to their movement increment.

Vehicles have a minimum turn radius based on their movement increment. They may only make a 45 degree turn after travelling 2" multiplied their movement increment. For example, if an APC has a base move of 12", and has a move increment of 1, it must travel between 12" and 24". When it turns 45 degrees, it must travel 4" before making another 45 degree turn.

Tracked and Hover vehicles with a move increment of 0 can give up 2" of movement to make a 45 degree turn in place.

Vehicles with a movement increment of 0 may pick up and deploy passengers at any point along its movement.

Vehicles which hit models can kill them. The models may make dodge roll by rolling equal to or less than their melee skill, in which case they move just to the side of the vehicle as it passes. If they fail this roll, they suffer a hit for every remaining wound they possess, at a strength equal to that of the vehicle, plus its movement increment.

Some vehicles are equipped with blades and rollers to better squish things with - these will subtract from the target's dodge skill, and may also increase the strength of the attack.

Vehicles can ram other vehicles, or even buildings. Such targets do not get a dodge roll. The vehicle inflicts a hit with a Power equal to its strength plus its movement increment. If it hits another vehicle head on, it also adds the targets movement increment to the Power. It then suffers a hit with a power equal to half of that it inflicted on the target (rounded up) if it was ramming the side or rear of the enemy, or at equal power if it was a head on collision.

If a vehicle was hit, it then moves 1" for every point its Power was greater than the enemies strength. Roll a d3 to determine the direction: 1 = 45 degrees to the left, 2= Straight ahead, and 3 = 45 degrees to the right. The ramming vehicle may keep moving if the target is pushed out of its way, or was destroyed by the impact. It must stop if the rammed vehicle did not move, or moved in a way that kept it in its path.

Vehicles that ram structures Work in s lightly different manner, though the structure rules aren't fully known yet so just assume vehicles hitting structures inflict a half strength hit

on themselves for now, and must stop their movement. Structures will probably get an armor and a damage threshold in the future.

Vehicles may pick targets out during the movement phase for opportunity fire like any other troop. They do suffer the -1 missile skill penalty for calling their shot in the movement phase.

Vehicles during the Opportunity Fire Phase

Vehicles only fire during this phase. All shots are resolved identically to normal trooper attacks, except some vehicle mounted weapons have limited fields of fire based on the direction the vehicle is pointing.

Vehicles in Melee

Vehicles make their ramming attacks in the movement phase. Some vehicles may be given melee attacks specifically. However, melee attacks made against vehicles always hit.

Passengers in Open vehicles may fight to protect the vehicle. Each passenger can demand that an enemy attack it instead of the vehicle. Attackers fighting passengers suffer a -1 to their melee skills of the cover bonus the vehicle provided. The attackers can decide whether to put attacks against the vehicle or the open passengers if the passengers don't force the fight to them. The attacker can decide which of his forces fights the passengers and fights the vehicle if any can fight the vehicle.