

OBSIDIAN LUDUM AD BELLUM

by Gary Mitchell



***We'd call these rules 'fast and
furious'... but that tag has
already been taken...***

PLAYER NOTES

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1.0. GENERALITIES

1.1. Stand dimensions

All stand bases are 60mm wide X 40mm deep (for foot), 60mm X 60mm (for mounted) and ART. Stand depths may be increased to accommodate models. Leave vehicles like TNK and motorised lorries etc unbased – also AIR. Using different sized bases? No prob, simply adjust to choice.

1.2. Fractions and facing

With all calculations and measurements, round fractions of *a half or more up*; all others *down*. Thus, if a stand is half or more in cover, all of it is deemed in cover. A stand's 'front facing' is ahead, between a line 45° from its corner to the opposite corner; its rear 'arc' likewise behind; its right flank to the right – so guess where it's left flank is?

1.3. Unit sizes and 'Commands'

Each stand is a 'unit', or 'sub-unit', capable of separate manoeuvre and deployment. Each 'unit' of two to three stands can be reckoned to be about a regiment/brigade size. A battery of artillery, troop of tanks or flight of aircraft is likewise one stand. Let's keep it nebulous and whatever you want it to be. It could be you decide four stands in your games make a battalion. That's fine too. All stands in a 'unit' don't need be identical (see 2.2.4.). For rule purposes stands (and ergo 'units') are best grouped into 'brigades', 'divisions' or whatever command level you're representing, each with their own 'General' (see 2.1. and 4.1.2.). We call these separates 'divisions' 'Command's'.

1.3. Disputes

Roll an opposed D6. To test something roll a D6 – a 4 or above 'enables' Add+1 if Hero (see 8.8.4.).



This group of Napoleonic soldiers could represent a 'brigade' or a battalion of 'companies', depending upon a player's wishes.

2.0. STAND TYPES AND CHARACTERISTICS

2.1. Stand Types

The game is played with stands of the types detailed in Table 1. The optimum number of miniatures listed are for 28mm scale. These can be increased for smaller scales. The nature of the individual minis is pretty immaterial since stands are treated as a single entity. One identifiable 'commander stand' per 'unit' is pretty cewl aesthetically.

Table 1 Types of stand

STAND TYPE	CODE	Description
INFANTRY	INF	Close order 'heavy infantry' fighting shoulder to shoulder in ranks, mainly with contact weapons. 6 minis per stand in two ranks.
Sub-types	INF/A	Generally armoured infantry
	INF/U	Generally unarmoured infantry
WARBANDS	WBD	Loose order tribal and irregular style warriors, usually with a fierce charge. 5 minis per stand, irregularly placed.
PIKES	PKE	Close order troops who fight shoulder to shoulder in ranks with long pike weapons, and (usually) some armour. For convenience include here war elephants. 6 minis per stand in two ranks, or 1 elephant model; possibly with attendants.
ARCHERS (a.k.a. 'shooters')	ARC	Close order troops who fight shoulder to shoulder in ranks with bows, longbows, crossbows, or pre-bayonet matchlock muskets. 6 minis per stand in two ranks.
MUSKETS	MSK	Close order troops who fight shoulder to shoulder in ranks with volley-style bayonet firearms. 6 minis per stand in two ranks.
SKIRMISHERS	SKI	Open order troops who fight as a swarm, with an assortment of missile weapons, firearms, and/or contact weapons, and who utilise cover, manoeuvrability, dispersion and flexibility.
Sub-types	SKI/F	Foot. 4 minis per stand irregularly arranged.
	SKI/M	Mounted. 2 minis per stand.
	SKI/S	Heavy infantry support weapons like HMG and mortars that carry a much heavier punch than 'Grunts'. 4 minis and/or equipment per stand.
CAVALRY	CAV	Close order troops generally relying on shock action who fight mounted. 3 minis per stand.
Sub-types	CAV/A	Armoured 'heavy' horse, e.g. 'knights'
	CAV/U	Unarmoured looser troops; including camelry
<i>Note for chariots</i>		Class chariots as CAV or SKI/M as deemed most appropriate, 1 model-ish per stand.
ARTILLERY	ART	Heavy gun / rocket weapons and war machines; including AA artillery. 1 gun and crew per stand.

STAND TYPE	CODE	Description
TANKS	TNK	Armoured fighting and/or transport vehicles. 1 model per stand, usually unbased
TRANSPORT	TPT	Transport vehicles - motorised or animal drawn - of little real combat value. Civilians, mobs, etc.
AIRCRAFT	AIR	Fixed or rotary wing aircraft used in a battlefield 'strike' and/or support context. 1 per 'stand' (which is the base of a flying model).

Ok, we know what you're going to say. 'What about MSK with integral skirmishers?' 'What about mechanised infantry?' 'Elephants with skirmishers?' These issues are factored in, and will be explained later.

Mix and match and base minis to reflect their historical (or fictional) prototypes. In some cases you may need duplicate stands (or sabot bases). For example:-

- SKI transported by halftracks will need a 'light' TNK stand when moving, and SKI/F and/or SKI/S stand(s) deployed when dismounted.
- 2 X close order MSK stands could need 3 X SKI/F stands if able to deploy into open order, and *vice versa* (see sidebar, page 8).
- Mounted Infantry will need duplicates for when mounted or deployed.

'Generals' are classed as being one of the above, appropriate, stands. They can be dedicated C-in-C's – or a sub-general appointed to lead a 'brigade' of stands; e.g. a MSK brigade commander.

Examples:

- Alexander the Great would be a CAV/A; Cleopatra and her entourage a TPT; Napoleon a SKI/M; Rommel a 'light' TNK, dismounting as SKI/F.
- Generals also need to be rated as either 'Superior', 'Competent', or 'Inferior' (see also 3.3.). Our above examples are all of the first type; except Cleo and her 'advisors', who would probably be 'Competent' (as are most Generals). McClellan is an example of 'Inferior'. Best fits please.

2.1.1. During a round each stand can move, shoot, *or* attack in close combat, *but in no circumstance all three*. It can only ever take two options each round.



2.2. Stand Strength Points

2.2.1. Calculating stand strength points

Stands are allocated 'strength points' (SPs) based upon a combination of their:-

- Numbers
- Morale
- Training
- Motivation
- Cohesion - and a whole host of other factors ('see, I told you we'd mention the built-in skirmishers').

Here's how you calculate a stand's SPs. Take the base value from Table 2 and then apply any modifiers from Table 3. Reach a player / umpire consensus when evaluating historical / fictional prototypes.

Table 2 Base Strengths of Stand Type

Types of Stand	Base Strength
INF PKE MSK WBD ARC	3 (+1 if INF/A)
CAV	3 (+1 if CAV/A)
ART AIR	4 (see also 2.2.2. and 8.3 for AIR)
SKI	2 (+1 if SKI/S)
TPT	1
TNK Light Armour	5
TNK Medium Armour	6
TNK Heavy Armour	7
TNK Super Heavy Armour	8

Table 3 Troop Quality additions and deductions.

Troop quality	Adds & deductions to Base Strength
Poor	Deduct 2
Good	Add 2
Trained	Add 0
Elite / Magic User (see 8.7.3.1.)	Add 3 (for each applicable)
SKI/S or SKI/F post 1906 – also (usually) in sci-fi	Add 2 for superior weapons / motivation
General / Hero (see 8.8.4.)	Add 1
Elephant PKE	Deduct 1 (for their flaky morale)
For player agreed historical / canonical characteristics that effect performance above or below the norm	Add / Deduct 1. For example, MSK with skirmishers; the recognised and agreed superior training, equipment or morale of historical / fictional prototypes. Similarly deduct for recorded weak performance.

There is a *mandatory maximum stand value of 12 - a minimum of 2.*

2.2.2. Points Cost System (*OPTIONAL*)

A 'points cost system' (PCP) enables 'balanced' forces to be picked –

- Use the SP system from 2.2. and add the additional 'hit points' of ART and TNK, from their firing factors, to their 'PCP cost' (see 5.2.). For example, a Medium TNK stand with a 75mm gun costs 6 + 2 PCPs = 8 pts.
- Where 'duplicates' are used, take an average cost – e.g. 3 X SKI/F @ 4 PCPs each able to act as 2 X MSK @ 5 PCPs each = 11 PCPs total cost.
- Additional TPT stands for ART or foot cost as per Table 2. These can be 'dedicated' to specific stands, or flexibly allocated to stands from a 'pool', as required on the day.
- SKI/F or SKI/S equipped with ATGW and/or AAGW cost 1 PCP extra
- SKI/S always cost 1 PCP extra, as these are more effective.
- Torsion type ART cost 1 PCP less.
- DOUBLE the PCP cost of transport AIR able to 'loiter' over the table area; e.g. Hueys close supporting their Grunts in 'Nam (see 8.3.)

N.B. The maximum SP value rule of a stand (2.2.1.) *does not count when calculating PCP balancing* – the minimum *does*.

2.2.3. Paperwork and stands / units.

Draw up a roster for your army. 'Casualties' / damage to stands are best noted on paper, or by adjacent tokens. Each stand should be labelled for identification. Keep records of changes in strength as the game progresses. e.g. '1st Battalion, The Borsetshire Regiment, stand 1. MSK, SP 5'. As the game progresses, and a stand's strength reduces, keep a tally. If the battle is part of a campaign this can be modified to show reinforcement and/or attrition before a subsequent engagement.



The Borsetshire Regiment on campaign. Two MSK stands with rifles in 'close order' (10 points) – or three 'sabot' stands of 3, 4 and 3 points when deployed into 'skirmish order' (note no points increase can be gained via changing 'order' – see 2.2.4.).

2.2.4. Non-Standard Stands

The aim of these rules is flexibility. Stands – and *ergo* armies – are easily non-standardised for play. Note on Army rosters. For example:-

- A Tiger tank is a slow speed, heavy TNK, with an 88mm gun. A Sherman Firefly, however, is a medium speed TNK – but because of its superior 17pdr/76.2mm gun the Sherman is deemed able to fire as if a heavier 88mm calibre gun - *but only at other TNK armoured targets*; otherwise it shoot as if a 'normal' 75mm.
- A Persian 'Immortal' unit's stand could be deemed to choose to function each round as either an INF/A or ARC.
- A Viking WBD stand declared as forming a 'Shieldwall', could be regarded to instead function as an INF/U (or maybe INF/A) if remaining stationary.
- In the Renaissance period a CAV/A 'knight' stand could switch to SKI/M if acting for a round as a 'Reiter'.
- A Napoleonic Dragoon stand could function as a CAV/U; or dismount as a SKI/F.
- In a c.19th colonial setting our 2 X MSK lads from the Borsetshires could move out to open order to become 3 X SKI/F by dividing their stand's SPs (*see sidebar page 8*).
- A 'unit' of three Dark Age infantry stands could comprise 1 X INF/A (who is also their Command's 'General'), an INF/U and a WBD (*see sidebar below and 1.3.*)
- 'Horse' artillery TPT stands can be deemed to move 4" extra, but their lighter ART fires at 6" less range.
- A 'unit' of 4 X WW2 Infantry stands could comprise 3 X SKI/F and a 1 X SKI/S or a 6 stand 'unit' as 2 X SKI/F, 1 X SKI/S and 3 X light TNK transport vehicles.
- A 'Wespe' SP gun counts as 105mm size ART, but moves and is protected as if a medium speed, light armour, TNK.



A 'unit' of three Viking stands – all unlike. Left to right INF/U 'Shieldmaidens'; and INF/A 'Hearthguard' 'General', and WBD group of warriors.

3.0. SEQUENCE OF PLAY

3.1. Set out terrain.

Lay terrain out to conform to the time and place where the game is set. The size of table will depend upon available space. A 6' X 4' is ideal.

3.2. Deployment

Decide who sets up their army first, and where. A convenient 'scratch' method is to dice for 'background initiative'. Add the C-in-C General's rating (see 2.1.) to a 1D6 score. The winner choses a table edge and places first, or insists an opponent does so. Many games will be 'scenarios' where players will have specific set-ups and objectives.

In scratch games we recommend deploying forces no more than 8" in from a board edge. In all cases leave 6" on board flanks, free of all deployed stands. Stands can be kept off-board, as reserve (see 8.2.). These can subsequently move on from behind a base edge on a 1D6 roll of 2 to 6 – on a 1 they are delayed for a round.

In scratch games, the first deployer places up to *five* of his stands, then his opponent, and so on, alternating until all initially deployed stands have been placed.

3.3. Play Sequence

The play sequence is a modified 'I-go U-go'. Each 'round' roll a D6 for initiative. The highest side has 'Initiative' and takes a 'turn' first, then their opponents. A 'Superior' C-in-C adds +1 to his initiative roll; an 'Inferior' deducting -1. 'Competent' C-in-C have no modifiers.

Within a 'phase' each side takes a turn 'activating' (i.e. moving, firing or close fighting) a 'set' of *any five stands - no more, no less*). This sequence then passes to his opponent. Any 'sets' of *less than five* are left until the end. 'Activated Sets' don't have to be adjacent stands. When all stands in both armies have taken a 'turn', and all phases are complete, begin again with a new 'round'.

Initiative winners can insist an opponent moves, shoots etc their 'five' first in any phase. This is not uncommon with manoeuvre, as it allows the Initiative holder to 'react' to his opponent.



In each turn/phase each 'activated' set of stands:-

- COMMAND PHASE. Checks they are within command radius of their Command's General (see 4.1.2.)
- MANOEUVRE PHASE. Move (or 'activate' to remain in position)
 - Conduct any compulsory routs (see 7.2.)
 - Conduct any compulsory moves back into command distance (see 4.1.2.)
 - Conduct any other moves (see 4.2.)
- SHOOTING PHASE. Resolves any shooting (see 5.0.)
- CLOSE COMBAT PHASE. Resolves any close combat attacks (see 6.0.)
- A.O.B. PHASE. Any other business is next concluded
 - Conduct any Rally tests (see 7.3.) - *then* any Command Morale tests (see 7.1.)
 - AOB (including completing AIR moves – see 4.2.)

N.B. Compulsory moves take priority – such stands *must* be activated first.

3.4. Ending a game

The game ends when one side quits the field or concedes defeat, or achieves any set 'victory conditions'; or players run out of gaming time. If the latter the side that has lost the most PCPs (see 2.2.2.) can be declared the 'winner'.



Part of a Targaryen 'host' of the fantasy epic '*Game Of Thrones*'. The three dragons – being flying creatures – don't need bases (as such). There are 3 X INF/A 'Unsullied' stands; and a command 'General' stand for Queen Daenerys 'Stormborn', Mother of Dragons, Breaker of Chains (*etc etc*) - plus some other major characters in her entourage. Sabot stands allow 'characters' from historical and/or sci-fant epics to easily mix and match for games.

4.0. MANOEUVRE (aka 'Movement')

4.1. Command, control and communication

4.1.1. '3C'

In these rules 'command, control and communication' ('3C') is factored as an aspect of 'manoeuvre'.

4.1.2. The Command Distance

Without a dedicated 'General' stand within 6", a ground stand may not end the manoeuvre phase more than 6" from a friendly stand *that itself can trace a continuous '6" gap' line to their Command's General stand*. For armies with general access to telephone coms this 'command distance' is extended to 12" – if radio to 24".

As a priority *above shooting and initiating close combat*, ground stands 'out of command' (and not currently 'pinned' into a Close Combat – see 6.0.), *must* move during their manoeuvre phase to re-establish their required command and control distance (see 3.3.). Stands declining, or unable, to do this lose 1SP each turn to simulate their degradation of supply, control and performance.

4.2. Manoeuvre Distances

Table 4 Move distances, penalties and bonus

Stand Type	Maximum move distance
INF, ARC, PKE, MSK, animal TPT.	6" (ART limbering / unlimbering deduct 2" for each action - see 2.2.4. for 'horse' artillery).
WBD	6" (8" if charging)
Slow speed TNK, Foot SKI	8"
Medium speed TNK, Mounted SKI, CAV; motor TPT	10" (12" if CAV/U or SKI/M charging). ART limbering / unlimbering deduct 4" for each action.
Manhandled / portee ART	3"
Fast speed TNK, jeep etc TPT.	16"
Rotary AIR, all flying creatures	6" to 40" (18" maximum if declared as 'loitering')
Fixed wing AIR	24" to 80"*

*Place these AIR models at the point of their move they release their 'warlord'. They then complete their move at the end of the turn, after all firing (see 5.0.).

Table 5 The effect of terrain on ground manoeuvre

Terrain	Effect
HILLS	Steep slopes deduct 2" each turn moving up.
WOODS (including jungle, rock formations etc)	Each 1" traversed costs double (e.g. counts as 2"), except SKI who simply deduct 2" from their turn's move, and CAV, ART, TPT and TNK who can only move a maximum of 2" through the obstacle each turn. Impassable to PKE and wheeled vehicles.
BUILT-UP AREAS (BUA)	Each 1" traversed costs treble (e.g. counts as 3"). Impassable to PKE, CAV, ART, TPT and TNK except by recognised roads.
MARSH	Each 1" traversed costs double (e.g. counts as 2"), and are impassable to ART, TNK, CAV, PKE and non-foot wheeled TPT.
RIVERS	Crossable only at recognised bridges or fords; except for SKI, who can cross at double distance cost (i.e. a river 6" wide counts as 12"). Fordable waters are crossable at half speed. Some water features may be deemed totally impassable without TPT 'boats' or amphibious TNK or TPT.
ROADS	Add 4" to move if moving entirely along a road – <i>double</i> if TNK or motor TPT. N.B. No bonus is given if the stand is charging (see 4.4).

4.3. Other Manoeuvre Rules

- Stands can freely change their direction of facing *only once* per turn.
- To disengage from Close Combat, by manoeuvre, a stand must move directly away. It may not shoot or initiate a close combat. It may change facing first and deducts 3" from its move (see also 6.7.).
- Interpenetration.
Only SKI can freely move through other stands, and *vice versa*. This counts as the 'free change of facing' for both. Other stands can simply 'swap' adjacent places at the cost of 3" manoeuvre distance to each.
- Infantry Backstep.
Instead of turning away Infantry can instead directly 'backstep' half a move distance.
- Crossable notable linear obstacles like walls and hedges deduct 2" from a move for those able to traverse.
- If not stated in Table 4, the dismounting/mounting deduction is half the speed of the fastest mode of transport
- Sci-fant creatures (e.g. pegasus, hawkmen), can fly at a notional 0" height – counting in all respects for shooting and close combat as if on the ground. They can evade as if SKI/M and simply skip over terrain.

All effects are cumulative, but in all cases there is a *minimum move distance of 2"*. Some terrain (e.g. high walls, ravines) should be deemed impassable without equipment like scaling ladders or similar.

4.4. Charges (see also 6.0.)

A 'charge' is defined as 'a move intended to result in close / hand-to-hand / assault combat'. Simply being 'adjacent' to an enemy stand is *not* a charge as, by definition, a charge's intention is to force the enemy to give ground by shock and impetus.

- To count as making a 'charge' a stand must move in a straight line for at least 2". It may turn once only at the very start of the charge move, but no more than one facing *adjacent to its present facing*.
- PKE, TNK, SKI/S, ARC, TPT and ART cannot make 'charges'.
- SKI/F and SKI/M being charged can immediately evade back 6" *if they have not already physically moved that round*. This will count as their manoeuvre for the round (note also the 'action' limits of rule 2.1.1.)
- No stand can ever count a 'charge' close combat bonus (see 6.5.) when contacting the front arc of ART, PKE or SKI/S stands; but may instead 'advance into close combat' with them *if they have remaining sufficient move remaining to occupy the position were these attacks to be subsequently successful*.



These French knights have been most incautious as to charge these English archers. Not only have they charged from a range that permits pre-contact fire (see 6.3.)... their 'target' archers are also defending a 'obstacle', in the form of emplaced stakes. Oh, and they have their flanks protected by difficult to move through woods. Never underestimate your enemy...

5.0. SHOOTING (aka 'Firing').

5.1. Arcs and Ranges

Only ARC, MSK, ART, SKI and TNK can shoot – once a turn at a single target within their front facing (see 1.2.). AIR shoot at a single target directly to their 'base' front, *or* that they have passed over during their move, and that they have declared themselves as attacking (see 4.2. and 5.2. for such 'indirect bombing' qualifications). Likewise, some TNK (like Stug III), or ART like catapults, or multiple rocket launchers with fixed arcs, may only fire to their base front, *not* to their front facing. The use of a rotating turret, e.g. a tank turret turning to side or rear arcs, counts as making a 'manoeuvre' (see 4.0.).

To prevent unspeakable trigonometry... to fire to or from AIR simply add 16" to the ground range – 6" if the AIR is 'loitering' or non-machine (e.g. a swooping dragon). See also 4.3.

To speed play no stand can fire upon a topographic feature unless the enemy have been positively identified as having occupied it.

Table 6 Standard Weapon Ranges

Weapons	Range in squares
Most pre-c.1700 SKI/F, SKI/M; 'pistol' type weapons	4"
Matchlock muskets, SKI with matchlocks	6"
ARC with bow, most MSK with flintlocks, flintlock armed SKI/F	8"
Crossbow armed ARC	10"
ARC with longbow, hand-held 'rifle' beam weapons ¹	12"
Post c.1850 MSK and/or SKI/F upgraded with rifles / SKI/S type 'support' beam weapons	20"
SKI/S, torsion type ART, all non-ART AAGW	24"
Muzzle-loading smoothbore ART, all ATGW, 'light' beam cannons	30"*
Muzzle-loading riflebore ART / beam cannon ART	50"*
Breechloading riflebore ART to 79mm / heavy beam cannon ART	60"*
Breechloading riflebore ART 80mm to 130mm	70"
Breechloading riflebore ART above 130mm	75"
'Ship Weapons' (super heavy guns / beam weapons etc)	80"
Rocket ART	As per best 'gun' equivalent
*see rule 2.2.4. for modified 'horse' artillery ranges. Count heavy mortars as comparable ART; except they may only ever fire 'indirectly'.	

¹ Terms like Laser / Blaster / Disrupter / Phaser can be considered interchangeable as representing 'beam' weapons, so we use the term 'beam' for simplicities sake.

Some weapons (e.g. bows) may shoot *indirectly* overhead of a single stand of friends who are in base contact, directly to their front. ART Mortars, ATGW and AAGW have a minimum range of 6".

TNK fire as per comparable ART, minus 18" in range (e.g. an 88mm gunned Tiger tank unit shoots up to 52").

Specialist 'infantry combat vehicle' TNK, such as Warrior or BMP, whose SKI passengers remain mounted, can shoot as if SKI/S; or with their turret weapons.

AIR. These 'drop bombs' on a target below, or strafe it, whilst flying over (see 4.2. for their end-of-move completion). Rocket-armed can shoot up to 24" as 'rocket gun equivalent'; or *per se* with their ATGW or AAGW. Dive bombers - and those with guided weapons - can 'bomb' as 'Direct fire', other bombers bomb 'Indirectly'. Remember to add all altitude distances for AIR fired rocket weapons.

5.2. Resolving Shooting

5.2.1 Roll 1D6 and add / deduct the factors in the tables below to obtain the number of hit points (HPs) inflicted by each stand. These are then deducted from the target stand's SPs. A negative total indicates no HPs scored.

Table 7 Additions to shooting score

Additions	Factor
+?	The stand's current SP (e.g. if stand SP is 4 add 4)
2	If firer SKI/F or MSK armed with breechloading rifles (or superior generation or analogous) small arms
3	If firer SKI/S
1	If firer muzzle-loading smoothbore ART
2	If firer muzzle-loading riflebore ART, or if muzzle-loading smoothbore ART firing 'cannister' (at a range of up to 8")
3	If firer breechloading rifled ART to 79mm in calibre / light Beam cannons
4	If firer breechloading rifled ART 80mm to 130mm in calibre / Beam cannons
5	If firer breechloading rifled ART above 130mm in calibre / Heavy Beam cannons
7	If firer 'Ship Weapons' (super heavy guns, Beam weapons etc)
4	If firer 'guided weapon' (e.g. ATGW or AAGW) and used against TNK / AIR (as appropriate)
2	If ground fire impacting on a target stand's flank facing
3	If ground fire impacting on a target stand's rear facing

Table 8 Deductions to shooting score

Deductions	Factor
2	If target is SKI
2	If firer is SKI
2	If target lightly armoured TNK (e.g. scout cars, APC), or if INF/A and shot at by non-gunpowder or superior tech weapons
3	If target medium armoured TNK (e.g. Sherman tank)
4	If target heavy armoured TNK (e.g. Tiger tank)
5	If target super heavy armoured TNK (e.g. Challenger)

- NEXT For all Indirect fire *-4 from this result* (include as 'Indirect' unguided AIR bombs). **NOTE also** *Indirect fire additionally equally affects up to two firer designated stands within 4" of each other.*
- NEXT For cover (woods, BUA etc) *-4 from the remaining number of HPs. If 'double strength cover' - like strong buildings, fortress etc -4 again (see also 8.1.).*
- NEXT Finally, the defending player rolls 2 X D6 as a saving throw, which negates that number of HPs - *plus an extra 'shielding' dice in sci-fi games where 'shields' are fitted (see 8.7.2.).*
- N.B. See 8.2. for additional off-table artillery fire rules.

N.B. TNK shoot as per comparable ART, only minus one point (e.g. an 88mm gunned Tiger tank unit shoots as if having a 75mm ART gun).

Some weapons (e.g. bows, pre-rifle muskets) will be ineffective against TNK and fortifications (please use player consensus to avoid silliness). All eliminated AIR - rather conveniently - crash off-table.

Each AIR 'bombload' counts as if '1 shot' from a 130mm calibre ART; strafing AIR as 'MSK with rifles'. Direct air-to-ground rockets count as per a suitably comparable ART shot. Players will need to legislate for AIR warloads carried (see 8.3. for recommendations).

See also section 8.8 for some useful 'Optional Rules' for firing.



'Blimey Chalky! There's Jerries everywhere!'

British WW2 artillery gun line – concealed in a wood.

Once they fire they'd better scarper, before Jerry artillery or Stukas, spot their position and stonk them back (see 5.1. for 'topographic fire' and 8.8.3.3 for 'ambushes')

6.0. CLOSE COMBAT (aka 'Melee', 'Assault', etc).

- 6.1. Only ground stands can conduct Close Combats. Stands inflict casualties on an activated 'sets' turn; trading simultaneous blows.

Each stand may attack in a close combat once per turn (see 2.1.1). Stands fight to their front arc only, but a stand contacted on more than one facing can suffer several attacks. Stands may turn to face foes on their subsequent turn, unless already frontally 'pinned' into an existing close combat. Adjacent stands (and all ART *per se*) cannot initiate a Close Combat *if they have insufficient manoeuvre movement to occupy the space of the stand they are attacking*; they instead close range 'firefight' as Shooting (see 5.0.).

- 6.2. For 'charge' manoeuvre and eligibility rules' see 4.4. Once a close combat has begun further 'charges' may not be declared by those so engaged until it ends. Making a 'charge' move confers a tactical bonus under 6.5. *but only upon the first turn of the intention to make contact*. Thus, even though a stand remains committed to a charge until contact is made, on subsequent turns no tactical bonus is given.

- 6.3. 'Pre-Contact Fire'. Charged units *with a firing range of greater than 7", who have not already 'acted' twice that round (see 2.1.1), may fire at their chargers as these close, if these chargers are coming from more than 7" away*. E.G. Three British SKI/M stands of the 'Light Brigade' are charging three Russian smoothbore ART stands from 11" away. Each of the Russian ART may fire once before the British cavalry charge home, weakening (or possibly destroying) them before a close combat is joined - the SKI/M *not gaining a charge bonus* (see 4.4.).

- 6.4. Ensure all stands 'square up' base edges after contact is made – optimally adjusting all.



Close Combat 1) – Romans versus Celts. The Roman INF/A legionaries have more SPs – but successive waves of Celtic warbands could wear them down and eventually force a morale check... Luckily their Command's 'General' is nearby to steady their nerves.

6.5. Resolving Close Combat

Roll a D6 for each stand participating in a close combat to determine the base number of HPs for each. Add and deduct the factors in the tables below:-

Table 9 Additions for close combat

Additions	Factor
+?	The attacking stand's current SPs e.g. if strength is 6 add 6 BUT only 1/3 of this if the attacker is AFV or TPT e.g. +5 becomes +1.66, rounded up to 2.
2	Attacker is INF/A; INF/U; MSK; and/or mounted attacking foot, TPT, or ART.
1	If foot attacking TNK, SKI/S, or PKE 'elephant' stand in the open. INCREASE THIS TO +3 if foot attacking TNK, SKI/S, or PKE 'elephant' stand inside woods / BUA.
2	Bonus if attacker is charging and/or if attacker is a 'General' stand and/or if CAV attacking SKI.
1	Attacker is SKI/F post 1915, or in sci-fi, or if charging WBD <i>per se</i> .
3	Attacker is PKE attacking non-PKE to their front facing (no bonus against TNK or motorised, obviously).

Table 10 Deductions for close combat

Deductions	Factor
1	Defender is CAV/A and is being attacked by non-firearms and/or pre c.1700 firearms ² .
2	Defender is INF/A and is being attacked by non-firearms and/or pre c.1700 firearms.
2	Defender has substantial 'sci-fi' type armour
2	Attacker is SKI

Additional Factors:-

- NEXT Foot and ART defenders of terrain (including major linear walls, major hedges, hill crests etc) *suffer -4 HPs* from attacks onto their front arc.
- NEXT Attacking the flank or rear facing of a non-PKE stand *adds +4* to the HPs inflicted - attacking the flank or rear of a PKE stand *adds +8* to the HPs inflicted. *N.B. Foot stands attacking mounted stands never increase their HPs inflicted.*
- NEXT The defending player rolls 2 X D6 – and negates this number of HPs suffered.

² Cataphracts (and similar) with armoured mounts can be considered to deduct as if INF/A.

6.6. Infantry Squares / Testudo / Attack Column

Infantry Squares can be formed c.1700 – c.1900 by two MSK stands, placed back-to-back, for the usual 'change of formation' penalty. Squares cannot move even the statutory minimum (see 4.3.), but count as if PKE in close combat from any angle (i.e. they cannot be 'charged' with a bonus). Squares have no flanks and additionally count as 'defended terrain' in close combats, thus reducing their HPs suffered. If shot at, however, all HPs are taken as normal. They shoot / fight in Close Combat to each of their four facings at $\frac{1}{4}$ strength of the two stands combined SPs.

Individual Roman legionary INF/A stands can declare themselves as 'Testudo', counting much as 'Squares' (see above). Indicate with a counter. They can fight in close combat, move at the statutory minimum (see 4.3.) but never shoot (N.B. 'Schiltrons' work in an identical way).

MSK between c.1790 and c.1875 can add+1 to their Close Combat score at stage 6.5. *if 'backed up' a MSK stand directly behind* as they count as being in an 'Attack Column' formation.

6.7. Close Combat Results

The attacked stand takes SP losses accordingly. *NOTE ALSO*

- If the stand suffers hits *less than half of its current SPs*, it remains in place, and is simply reduced in strength.
- If the stand loses *equal to or more SPs than half of its current SPs*, it instantly recoils 3" away from its primary attacker (the one to its front) as well as losing said SPs. If it cannot do this under the manoeuvre and interpenetration rules (see 4.3.) it is eliminated.
- The primary attacker *may* (if wished) immediately move forward to occupy the vacated space of an eliminated or recoiled stand *or instead* freely rotate places with a 'fresh' stand immediately behind it.
- See 4.3. for rules for disengaging from Close Combat.



Close Combat 2) – The central Roman stand manages to force a retreat by obliging its opposite number WBD to recoil. The WBD cannot, however, move back because of the press behind (see 4.3.), so will be destroyed. If *not* forced to recoil the Celtic General may consider exchanging places with the 'fresh' WBD stand behind. Sound tactics and the knowledge of rule mechanics make a huge difference.

7.0. MORALE, ROUTS, RALLYING AND STAND ELIMINATION

7.1. Command Morale

As soon as a Command has 20% of its total stands eliminated, or having routed off the table (see 7.2.), the player rolls a D6. On a '1' the Command will begin to retreat from the table, in good order, on the next round. If it lost 30% of its units, it will retreat on a '1' or '2'; 40% - on a '1' to '3' (and so forth). It is possible both sides Commands may retreat from an engagement. Roll once only each time crossing a casualty percentage threshold.

DEDUCT ONE from the dice score if the Command's General is killed. ADD to the dice the C-in-C General's value (+1 Superior, -1 Inferior).

7.2. Stand Routs

If an individual stand is reduced to less than half of its start of play number of SPs, it will turn around and 'flee' the table for one standard move distance, each turn, until rallied (see 7.3.). It *cannot* be rallied on the turn it takes threshold casualties.

7.3. Stand Rallying

A stand can be 'rallied back' from fleeing on a D6 roll of 5 or 6 (N.B. further losses will induce further routs). A General adjacent (i.e. within 4") *can* add +1 if Superior, -1 if Inferior to this score. Also add +1 if the stand is 'Regular' trained and disciplined type, and/or rated 'Good' or 'Elite' (see 2.2.1.); *or* add +1 to all troops *per se* after c.1900, or in sci-fi.

7.4. Elimination of stands

Stands are eliminated when their SP total reaches zero. In campaigns players might like to legislate for reconstruction and reinforcement between battles. If a Command's General stand is eliminated the player picks another stand to take command as an 'Inferior' general.



8.0. OTHER RULES

8.1. Fortifications, mines and fieldworks

Deep entrenchments, and other purpose-built fortifications, count as 'double strength cover' protection from shooting (see 5.2.1.). If used, they cost 2 PCPs per 6" frontage covered to deploy. *Double this PCP cost if castle walls and similar 'permanent structures'.*

Pay PCPs for the 'perimeter frontage' of each minefield. Any stand crossing a minefield takes 1D6 points of damage. Engineers can clear a base /model width at 2" a move for no penalty, but if doing so may not fire or take part in close combat.

8.2. Off-table artillery / on-table observers / off-table reserves

Off-table heavy ART (heavy rockets and guns above 100mm in calibre) can fire up to 70" into the table from their baseline. If used, their PCP costs are as per on-table artillery stands. Deduct, however, 2 HPs extra from their dice at 5.2.1. to account for their decidedly Indirect fire.

N.B. a dedicated 'forward observer' stand within 12" of the target – *and able to see it* - can negate this off-table ART's penalty. This reduces their action options under rule 2.1.1 to *one* a turn; i.e. to manoeuvre only. This rule can also be used by 'forward air controllers' to assist aircraft to identify targets they couldn't themselves locate (see 8.3.).

Stands can be kept off-table, as reserves, and as such are considered 'in communication distance' (see 3.2.).

8.3. Air attack limitations

We recommend available 'non-loitering' AIR stands (see 4.2. and 2.2.2.) do not exceed 10% of an army's total available stands.

These 'strike' AIR make one pass over the board, and can fire once only, before leaving to refuel and re-arm; returning only upon a D6 roll of 6 *after a minimum of ten rounds*. Transport/support helicopter or analogous AIR may instead 'loiter' over the table (see 4.2.).



Sci-fi ground attack. These Leylandii have been incautious enough to move first, and to allow a Martian attack copter to get behind and shoot them up – it being out of arc of their AA heavy disrupter gun.

The ordnance AIR carry will need to be set and agreed before play. Always count heavy, level bombers as off-table artillery (see 8.2.)

.Table 11 Suggested ordnance by aircraft and points cost

Aircraft	Shoots as	Extra Ordnance	Extra pts Cost to arm
Piston-engine fighter	SKI/F	N/A	1 PCP extra
Piston-engine fighter/bomber	SKI/F	1 X bomb load or rocket shot	2 PCPs extra
Larger tactical bomber	N/A	2 X bomb loads	3 PCPs extra
Jet-engined tactical fighter/ bomber	SKI/F or SKI/S	3 X bomb loads or rockets	4 PCPs extra
Attack helicopters	N/A	3 X rockets / ATGW	5 PCPs extra
Unarmed aircraft	N/A	N/A	N/A
In sci-fi games increase warloads by one item			+5 PCPs

8.4. Chemical weapons

These can be fired by off-table artillery (see 8.2.), dropped by AIR, or 'projected' to their front by SKI/S at a range 8". Any stand 'hit' loses an additional 1D6-2 SPs, so may not be especially affected. Reduce this score by 2 SPs if the target is equipped with NBC kit – the wearing of which reduces options under rule 2.1.1. to *one* a turn. All chemical weapons are considered 'Indirect'.

8.5. Paradrops and air landings.

Each stand is represented by a slip of paper 1" square (if not landed from transport AIR such as helicopters, in which case they simply disembark, as per 4.3.).

These paper slips are dropped from a height 2' above the table, and where they land is where the stand they represent lands. They each take 1 X D6-3 HPs in landing. Those out of the '3C' range of their 'General' (see 4.1.2.) and '3C' range suffer losses as per 4.1.2.2 ('best airdrop a General with them'). For gliders simply use a single double sized slip of paper dropped from 1' above the table.

8.6. Visibility

Daylight visibility is unlimited in the open. Terrain and stands cannot be seen *through* (except for SKI stands, who can be). Terrain like woods, BUA and scrub cannot be seen *into* more than 2".

At night there is maximum visibility of 10" - and no terrain can be seen into. Umpires will need to legislate for 'bad weather' conditions.

8.7. Sci-Fi & Fantasy

These (basically historical) rules can be used in sci-fi and fantasy battle scenarios with a few simple adaptations; care being taken to not make 'magic' or 'tech' over-powerful. E.G. deem 'baby dragons' to move and shoot as if SKI/S; 'sniper blasters' to count as if breechloading rifles.

8.7.1. Sci-Fant Recommendations.

'Alien creatures' may need their move speeds and strengths adjusting.

E.G. Orcoid WBD may not be awarded a charge move bonus, but may have their base SPs increased. Especially fleet of foot aliens may move at the speed of SKI/M; feral INF/U goblins and similar have lesser SPs than humans; but can be made more agile by moving as if SKI.

8.7.2. Science Fiction Recommendations.

Treat 'Blaster' / beam weapons as detailed in 8.7.; heavier weapons as analogous to SKI/S or ART (see 5.1. and 5.2.1. for recommended ranges and effects). Assume all stands have 'radio' systems and 'scanners' able to 'see' into and through any object up to 10". For personal armour or 'shielding' simply increase base SPs, as detailed in Table 2. NBC 'spacesuits' may make stands impervious to chemical weapons; but their occupants vulnerable if breached. Move speeds may be increased – or decreased – for non-standard gravity. John Carter's stand, for example, would certainly be faster on Barsoom than on Jasoom...

The rules concerning vehicles and AFV are also easily adapted. Hover vehicles should be able to freely traverse terrain like marshes etc that 'ground-huggers' cannot. Similarly, copters and other attack AIR can be accommodated by accordingly beefing-up SPs and warloads. 'Jump packs' can be deemed to allow a stand to move for a turn as if a 'loitering' rotary AIR (see 4.2. and 4.3.).

For extra-strong vehicle 'shielding' simply increase the number of saving throw dice by 1, as detailed in step 5.2.1.

8.7.3. Fantasy Recommendations.

Big dragons and similar large flying beasts are best treated as AIR. Have low-flying pegasus 'horses' and similar simply ignore terrain deductions, as per 'loitering AIR', or as ground troops (see 4.3. and 5.1.). Magical weapons, like swords and armour, simply beef-up SPs in Close Combats; or when making saving throws. 'Giants' are best represented by single model stands.

8.7.3.1. 'Magic' is complicated, and varied, and we have therefore rationalised it. We include here Norse or Greco-Roman Gods' thunderbolts; the curses of monotheistic saints (and similar). The rules also have application for medical healing between battles.

Each army is allowed suitably recognised practioner stands 'active' on the table. As with AIR (see 8.3.) we suggest limiting the number to 10%, Magic can be used aggressively or defensively. Each stand can make one ATTACK or DEFENCE each round *instead of* their normal two 'activations' (see 2.1.1.). Magic users cost an extra 20 PCPs each to deploy (see 2.2.2.).

Count MAGIC ATTACKS as 'shooting' (see 5.0.). Limit 'direct fire' magic to 24" range; 'indirect magic' to anywhere on the table. To successfully invoke / attack with magic the practioner stand 'hits' - and thereby 'ensorcels' - on a 5+ on a D6. Deduct -1 to accuracy if Indirect (N.B. unlike normal Indirect fire *only one* stand can ever be targeted).

'Magic' inflicts 2 X D6 HPs on the target stand; the ensorcelled rolling only 1 D6 to save this damage.

Subsequent MAGIC DEFENCE that turn follows the same procedure as ATTACKS. Any positive score restores that number of damage points suffered; or provides additional protection of that number of points. *N.B. Repeated 'magic defence' can never ever boost a target's strength above the maximum possible of 12.*

Example: Merlin seeks to ensorcel the Saxon warlord Hengist's stand. He can see it clearly - at a range of 18" - so rolls a '5'. A hit! He rolls two D6 and scores a total of '7'. Hengist rolls to defend and scores '3', so his stand takes 4 points damage, weakening it down to just 1 point. This is not good for poor Hengist - especially with the Excalibur wielding King Arthur bearing down on him. But help is at hand. Shaman Althic can also see his Lord, and in the next activation 'set' 'shoots' magic defensively. He hits on a '6' and rolls two D6 - and scores '6'. Merlin rolls '2' - Althic restoring Hengist's damage by '4' to a total of '5' - just in time for Close Combat. Next turn Althic may need to sacrifice a few more virgin quorn to his Gods, to boost his Warlord's strength; Merlin whatever he does (drink beer?) to protect his king...

8.8. Optional rules

Below are a number of optional rules players may favour.

8.8.1. Suppressive Fire.

When 'Resolving Shooting' at 5.2.1. a player may *instead* declare their intent is to 'suppress' a target; to force it to 'go to ground' and keep 'it's head down'. This must be declared before firing begins and should be limited to historical games taking place after c.1860, and to sci-fi. AIR and all stands in Close Combats *cannot be suppressed*.

Calculate shooting in the normal way – excepting that the target stand(s) take only $\frac{1}{4}$ of any inflicted HPs inflicted. On their next turn they may only manoeuvre *or* fire, *but not both*. Instead of their 'saving throw', target stand(s) may attempt to avoid suppression by 'beating' the HPs inflicted on them by a single D6 throw. Any damage inflicted is still taken, but they have *avoided being suppressed*.

All suppressed stands count as if in 'cover'. Record 'suppression' by an adjacent counter, which is removed at the end of the following turn (never the same turn).

Instead of making their 'normal saving throws' when conventionally fired upon (*i.e. not shot at by suppressive fire*), stands may instead 'voluntarily suppress' themselves and 'go to ground', by beating the HPs inflicted on them, using the 2 X D6 conventional saving throw. If successful they take only $\frac{1}{4}$ of the HPs inflicted as 'damage', but are considered suppressed, as detailed above.

Suppression *does not overrule any morale results* (see 7.0.)



Having taken fire from the Borsetshires, these Zulus have voluntarily 'gone to ground', and have 'suppressed themselves' (as indicated by the markers). They hope to thereby 'pin' the Borsets attention whilst their *marafiki* creep around onto the British flank...

8.8.2. 'Knock Out' (KO) Fire.

When 'Resolving Shooting' at 5.2.1. a player *may instead declare their intent to 'knock out' a target*. This is *direct fire*, and *must be declared when firing begins*. It should be limited to historical games taking place after c.1900, to sci-fi; and (in all games) to attacks upon building / fortification sections. Only TNK, AIR, constructions and non-animal TPT vehicles can be 'KO'd'. All stands in Close Combats *cannot be KO'd*, as these attacks are already factored into Close Combat.

Calculate firing in the normal way – except that the target stand takes only $\frac{1}{4}$ of any resulting HPs. The attacker then rolls a D6 on the chart below to 'convert' this damage to a KO. Successful KOs cannot be saved; the $\frac{1}{4}$ damage from 'no KO's' subsequently being 'saveable' in the usual way.

With 'KO' shooting tank guns *do count* as per comparable ART (e.g. and 88mm *is* an 88mm). AT performance *can* be varied and enhanced for KO purposes (e.g. at 17pdr fires as if an 88mm, as per 2.2.4.).



One steppe beyond? This Soviet T34 has carelessly allowed a German Tiger tank to get behind its (weaker) side armour. The German tanker has elected to fire to 'KO' - and has hit and eliminated the T34. Many players enjoy big tank battles using the KO rules... German WW2 37mm 'door knocker' ART gun crews facing Char Bs and Matilda II TNKs not so much...

Obsidian Ludum Ad Bellum

The scores required to convert HPs to a full KO are:-

Firer	Target				
	'Soft' Vehicle; Unarmoured AIR	Light Armour TNK; Armoured AIR	Medium Armour TNK; Field Fortifications	Heavy Armour TNK	Super Heavy Armour TNK; Stone & Concrete Fortifications
Foot with 1st generation AT rifles, Bazookas, Panzerfaust etc at range 1/2" to 2"	3+	4+	4+	5+	6+
Foot with 2nd generation RPG, MAWs etc at range 1/2"-4"; SKI/S at any range	2+	3+	3+	4+	5+
Torsion ART; muzzle-loading ART cannons	2+	2+	4+	6+	6+
ATGW; 'light' beam cannons	4+	4+	4+	5+	5+
AAGW	2+	2+	6+	6+	6+
ART breechloading riflebore types to 79mm	3+	4+	5+	6+	6+
ART breechloading riflebore types to 80mm to 130mm; heavy ART beam cannons	2+	2+	4+	5+	6+
ART breechloading riflebore types above 130mm	2+	2+	3+	4+	5+
'Ship weapons'	2+	2+	2+	5+	5+
Rocket ART	As per best equivalent, above				

Add +1 to the KO dice score if the target is a ground vehicle's flank, or rear arc; or if firing from above; and/or if the target is high wall, or if firer is dive-bombing or 'loitering' AIR.

Add +1 to the KO dice score if the firing weapon is guided.

Deduct -1 to the KO dice score if target is flying/moving AIR.

8.8.3. Ambushes.

At deployment (see 3.2.) the first deployer may place any of his first five stands off the table in an 'Ambush'. He puts these to one side and declares 'Ambush'; secretly noting on paper in which terrain item(s) like woods, hills, defiles or BUAs (etc) they are concealed. He may subsequently 'activate' them during his manoeuvre phase, as part of a 'set's' total. They are automatically 'activated' by enemy forces entering that terrain item(s) and springing the ambush.

8.8.4. Heroes / Main Characters.

Just for one day? Maybe *more*? Stands of recognised 'Heroes' and 'Main Characters' – usually fictional – may be deemed and agreed *before play commences* to 'survive' to the next game, even if eliminated in this one. They somehow come back 'next episode' – that's why they're heroes! They should, accordingly, be used sparingly. 'Hero' stands never rout (see 7.2.) 'Main Characters' do.

'Heroes', therefore, are historical and legendary personalities renowned for their feats of arms, e.g. Sharpe and his 'chosen men', Robin Hood and his Merry Men, Wittman on his Tiger I, Von Richtofen in his Fokker DR1, Han Solo and chums, Darth Vader and minions, Gandalf and the Fellowship... and so on. Superior General stands can also be deemed 'Heroic', e.g. Alexander the Great, Prince Eugene, Napoleon, Rommel...

A 'Main Character' differs from a 'Hero' in that they gain no strength increase under rule under 2.2.1. Table 3. An example might be Boudica, who might be charismatic in her hatred of Roman imperialism, but not so tough in a fistfight. Alternatively, a 'Main Character' could be the favoured non-heroic protagonist of a popular novel, like Harry Flashman – or the equally caddish Lieutenant Wickham in Miss Jane Austen's ever-popular 'bodice-ripper', '*Pride And Prejudice*'.

APPENDIX – DESIGNER'S NOTES

APP.1. Design Philosophy

Fast, fun, simple, wargaming with complexity 'factored out'. That's it. As suggested above, in Section 3.0., we recommend designing a scenario. The PCP system (see 2.2.2.) can be used to 'balance' a game. We maintain a healthy scepticism of the value of points systems and 'army lists'. That said, there's always time to cut cards with the Devil, and players should ALWAYS amend rules as they see fit.

In sci-fant battle scenarios we caution against making 'magic' or 'tech' over-powerful.

Do not neglect including sub-Generals and command structures – '3C' is key. Once players have a feel for the rules they will soon know how to balance opposing forces and set game 'victory conditions' to their own taste.

APP.2. 'Twenty Is Plenty' ? – Sample lists

Playtesting has found that around twenty stands a side generates a game that can be comfortably played in an evening or afternoon. The below sample lists are examples and should in no way be considered prescriptive. Feel free to 'do your own research' (as they say). Organise into Commands, as required.

'ANCIENT' ERA

Suetonius' Romans

Number	Description	SPs
1	SKI/M (General - Suetonius, Competent)	6
1-2	SKI/M (Sub-general - Competent)	6 each
8	INF/A (Legionaries)	7 each
4	WBD (Auxiliaries)	6 each
1	ARC (Auxiliaries)	5
1-2	SKI/M (Auxiliary cavalry)	5 each
1	CAV/U (Auxiliary cavalry)	4
1	SKI/M (Legionary cavalry)	4
1	ART (Scorpion bolt shooters)	6

Some choices to be made here. Legionaries can, of course, form 'Testudo'. All are 'Regulars', except the WBD Auxilia.

Boudicca's Britons

Number	Description	SPs
1	SKI/M (General – Boudica on chariot, Inferior)	5
1	SKI/M (General – on chariot or horse, Competent)	5
1	CAV/U (Noble cavalry)	5
2	SKI/M (Chariots)	4 each
2	SKI/M (Cavalry)	4 each
8-10	WBD (Warriors)	5 each
3-5	TPT (Camp followers and Druids)	2-3 each

Note the C-in-C is not always the best General available. A more 'mobile' army than the Romans. Using the PCP system would balance and providing additional stands for the Britons. All troops would be 'Irregular'. An 'Ancient' army makes a good template for a Medieval army; bearing in mind these would have many more CAV/A 'knights', INF/A and INF/U infantry; ARC 'longbows' and so forth. Similarly, a 'Fantasy' army will contain, perhaps, a 'magic user' General (see 8.7.3.), 'Heroes' (see 8.8.4.) and CAV/U on exotic mounts like wargs.

'HORSE & MUSKET' ERA

Napoleon's French

Number	Description	SPs
1	SKI/M (General - Napoleon, Superior)	6
2	SKI/M (Sub-generals - Competent)	6 each
7	MSK (Line infantry)	5-6 each
2	MSK (Old Guard infantry)	7 each
1-2	SKI/M (Voltigeurs)	5 each
1-2	SKI/M (Light cavalry)	4 each
1	SKI/M (Guard lancers)	6
1	1 X CAV/A (Cuirassiers)	7
1	1 X CAV/U (Dragoons – can dismount as SKI/F)	6
2	ART /TPT limber (smoothbore 8pdr cannon)	4 each

Again, choices here to be made. The ART count as ART when deployed, TPT when moving. They could be 'Horse' artillery (see 2.2.4.). All stands are 'Regular'. Waterloo was an 'off-day' for Napoleon, so a dice roll before play of a 5-6 could make him merely 'Competent' that day.

Wellington's 'British'

Number	Description	SPs
1	SKI/M (General - Wellington, Superior)	6
2	SKI/M (Sub-generals - Competent)	6 each
6-7	MSK (Line infantry)	6 each
1	MSK (Guard infantry)	7
1-2	MSK (Highland infantry)	6 each
1	SKI/M (Rifleman - Hero)	6
1	SKI/M (Light infantry with flintlock muskets)	5
2	SKI/M (Light cavalry)	4
1	1 X CAV/U (Life Guards)	5
1-2	1 X CAV/U (Scots Greys)	4 each
1-2	ART /TPT limber (smoothbore 8pdr cannon)	4 each
0-1	ART /TPT 'horse' limber (Congreve rocket – counts as if torsion ART)	3

Choices again. Note the inferior quality of cavalry compared with the French, but superior ranged rifle armed SKI/F. Again, ART can be 'Horse'. The rules' flexibility also accommodates the dubious value of the rockets - and for 'Sharpe' as a 'Hero' stand. All stands are 'Regular'. For the Waterloo campaign players could substitute an 'Inferior' General as the Prince of Orange, and replace the British infantry with Brunswickers (or such) for an SP point less each. Again, the use of the PCP system would help balance - or (maybe) also give the Brits a good defensive position.

'COLONIAL' ERA

Lord Bournemouth's Imperial British

Number	Description	SPs
1	SKI/M (General – Lord Bournemouth, Competent)	5
2	SKI/M (Sub-generals – Competent <i>or</i> Inferior)	5 each
2	MSK (Borsetshire Regiment) (3 X duplicate SKI/F stands when deployed in 'open order')	5 each
3	MSK (24 th Foot) (4 X duplicate SKI/F stands when deployed in 'open order')	5 each
2	MSK (Indian sepoy infantry) (3 X duplicate SKI/F stands when deployed in 'open order')	5 each
1-2	SKI/F (Naval 'Bluejackets')	4 each
2	SKI/M (Lancer light cavalry)	4 each
1	ART /TPT limber (Naval carriage MG – shoots as if SKI/S)	4
2	ART /TPT limber (Breechloading 12pdr '80 mm' cannon)	5
2-3	WBD (Natal native auxiliaries)	4 each
1	SKI/M (Natal light cavalry) (1 X duplicate SKI/F stand when dismounting to fire with rifles)	5

The ART count as ART when deployed, TPT when moving. All stands are 'Regular', apart from the Natal troops. A good option is to allow the Bluejackets to 'change order' to 1 X MSK, the better form 'Square' with other stands (see 6.6.).

t'Hetzawayo's Zulus

Number	Description	SPs
1	SKI/F (General – t'Hetzawayo - Competent)	6
3	SKI/F (Sub-generals - Competent)	6 each
2	SKI/F (Rifleman – obsolete weapons)	4 each
3	WBD (Left horn)	5 each
3	WBD (Left horn)	5 each
3	WBD (Head)	5 each
5	WBD (Loins)	5 each

A more 'mobile' army than the British – we play a 'house rule' that Zulu WBD can freely move as if SKI/F due to their superb fitness. All stands are 'Regular'. As with the Ancient Britons, PCP and extra stands could balance forces.

'MECHANISED' ERA**Rommel's German Afrika Korps**

Numbers	Description	SPs
1+1	SKI/F (General – General Rommel, Superior) in TNK (light armour medium speed Hanomag half-track)	8 + 7
4+2	SKI/F in TNK (light armour medium speed Hanomag half-tracks)	6 + 7 each
2+1	SKI/S in TNK (light armour medium speed Hanomag half-tracks)	6 + 7 each
2+1	SKI/F in TPT lorry transport	6 + 1 each
2	TNK Pz IV (medium armour medium speed 75mm gun)	9 each
3	TNK Pz III (medium armour medium speed 50mm gun)	9 each
1	ART / TPT limber (88 mm dual-purpose AT/AA gun + motorised TPT half-track limber.	4

Monty's Desert Rats British 8th Army

Numbers	Description	SPs
1+1	SKI/F (General – General Montgomery, Superior) in 'jeep' TPT	8 + 1
3+1+2	3 SKI/F + 1 SKI/S in TNK (light armoured medium speed M3 half-tracks)	6 + 7 + 7 each
4+2	SKI/F in TPT lorry transport	6 + 1 each
2	TNK Grant (medium armour medium speed 75mm front firing + 37mm guns)	8 each
2	TNK Sherman (medium armour medium speed 75mm gun)	8 each
1	ART / TPT limber (25pdr / 87mm gun) + motorised TPT wheeled limber.	4
1	ART / TPT limber (Bofers 30mm AA gun) + motorised TPT wheeled limber.	4

Note the superior carrying capacity of motorised transport. An 'extra' stand of AIR and/or off-board ART support could be added for each side – a Stuka dive bomber for the Germans, a Hurricane rocket armed 'tankbuster' for the Brits. Fewer 'Generals' are needed as both armies have radio for more effective '3C'. PCs can adjust – 'lorried' infantry being 'cheaper' to deploy – 'footsloggers' even more. With the rapid change of technology during WW2, stats and equipment can change from year to year, so players will need to be fairly precise on this.

'SCI-FANT' ERAS

We put some notes about 'Fantasy' armies under the above Ancient list. But Sci-Fi and Fantasy frequently overlap. So, '*Star Wars*' it is...

Lord Vader's Imperials

Numbers	Description	SPs
1	SKI/F (Lord Darth Vader + 3 x 'grunt' character entourage. Magic User. Superior General. Hero).	9
1	SKI/F (Stormtrooper Commander. Competent General).	6
2	SKI/F (Stormtrooper support stands)	8 each
1-2	SKI/F (Shadowtroopers)	8 each
8-9	SKI/F (Stormtroopers)	6 each
4	SKI/F (Imperial Navy stands – beam weapons range as per bows)	4 each
2	TNK AT-ST Walker (medium armour slow speed. Fires as if 2 X light beam cannons)	8 each

Princess Leia's Rebel Alliance

Numbers	Description	SPs
1	SKI/F (Luke Skywalker + R2D2 + CP30 + 1 'grunt' character. Magic User. Competent General. Hero).	9
1	SKI/F (Han Solo + Princess Leia + Chewbacca + 1 'grunt' character. Competent General. Hero).	9
4	SKI/F (Rebel commandos)	6 each
12	SKI/F (Rebel Troopers)	5 each
2	AIR Atmosphere Light Attack 'Snowspeeder' Fighters (2 X blaster cannon forward to fire at same target, 1 X defensive laser. Shields.)	7 each

Note that extra PCP's will be needed for Magic Users (see 8.7.3.1.). All also have 'radios' for superior '3C'. Most SKI/F are armed with 'hand-held beam weapons'. Sci-fi is an area where PCPs prove most expeditious to deploy.

PLAYER NOTES

QUICK REF SHEET

Table 4 Move distances, penalties and bonus

Stand Type	Maximum move distance
INF, ARC, PKE, MSK, animal TPT.	6" (ART limbering / unlimbering deduct 2" for each action - see 2.2.4. for 'horse' artillery).
WBD	6" (8" if charging)
Slow speed TNK, Foot SKI	8"
Medium speed TNK, Mounted SKI, CAV; motor TPT	10" (12" if CAV/U or SKI/M charging). ART limbering / unlimbering deduct 4" for each action.
Manhandled / portee ART	3"
Fast speed TNK, jeep etc TPT.	16"
Rotary AIR, all flying creatures	6" to 40" (18" maximum if declared as 'loitering')
Fixed wing AIR	24" to 80"*

Table 6 Standard Weapon Ranges

Weapons	Range in squares
Most pre-c.1700 SKI/F, SKI/M; 'pistol' type weapons	4"
Matchlock muskets, SKI with matchlocks	6"
ARC with bow, most MSK with flintlocks, flintlock armed SKI/F	8"
Crossbow armed ARC	10"
ARC with longbow, hand-held 'rifle' beam weapons ¹	12"
Post c.1850 MSK and/or SKI/F upgraded with rifles / SKI/S type 'support' beam weapons	20"
SKI/S, torsion type ART, all non-ART AAGW	24"
Muzzle-loading smoothbore ART, all ATGW, 'light' beam cannons	30"*
Muzzle-loading riflebore ART / beam cannon ART	50"*
Breechloading riflebore ART to 79mm / heavy beam cannon ART	60"*
Breechloading riflebore ART 80mm to 130mm	70"
Breechloading riflebore ART above 130mm	75"
'Ship Weapons' (super heavy guns / beam weapons etc)	80"
Rocket ART	As per best 'gun' equivalent

*see rule 2.2.4. for modified 'horse' artillery ranges. Count heavy mortars as comparable ART; except they may only ever fire 'indirectly'.

Table 7 Additions to shooting score

Additions	Factor
+?	The stand's current SP (e.g. if stand SP is 4 add 4)
2	If firer SKI/F or MSK armed with breechloading rifles (or superior generation or analogous) small arms
3	If firer SKI/S
1	If firer muzzle-loading smoothbore ART
2	If firer muzzle-loading riflebore ART, or if muzzle-loading smoothbore ART firing 'cannister' (at a range of up to 8")
3	If firer breechloading rifled ART to 79mm in calibre / light Beam cannons
4	If firer breechloading rifled ART 80mm to 130mm in calibre / Beam cannons
5	If firer breechloading rifled ART above 130mm in calibre / Heavy Beam cannons
7	If firer 'Ship Weapons' (super heavy guns, Beam weapons etc)
4	If firer 'guided weapon' (e.g. ATGW or AAGW) and used against TNK / AIR (as appropriate)
2	If ground fire impacting on a target stand's flank facing
3	If ground fire impacting on a target stand's rear facing

Table 8 Deductions to shooting score

Deductions	Factor
2	If target is SKI
2	If firer is SKI
2	If target lightly armoured TNK (e.g. scout cars, APC), or if INF/A and shot at by non-gunpowder or superior tech weapons
3	If target medium armoured TNK (e.g. Sherman tank)
4	If target heavy armoured TNK (e.g. Tiger tank)
5	If target super heavy armoured TNK (e.g. Challenger)

- NEXT For all Indirect fire -4 from this result (include as 'Indirect' unguided AIR bombs). **NOTE also** all Indirect fire equally affects up to two firer designated stands within 4" of each other.
- NEXT For cover (woods, BUA etc) -4 from the remaining number of HPs (if 'double strength cover' like strong buildings, fortress etc - 4 again - see also 8.1.).
- NEXT Finally, the defending player rolls 2 X D6 as a saving throw, which negates that number of HPs - plus an extra 'shielding' dice in sci-fi games where 'shields' are fitted (see 8.7.2.).
- N.B. See 8.2. for off-table artillery fire.

N.B. TNK shoot as per comparable ART, only minus one point (e.g. an 88mm gunned Tiger tank unit shoots as if having a 75mm ART gun).

Table 9 Additions for close combat

Additions	Factor
+?	The attacking stand's current SPs e.g. if strength is 6 add 6 OR only 1/3 of this if the attacker is AFV or TPT e.g. +5 becomes +1.66, rounded up to 2.
2	Attacker is INF/A; INF/U; MSK; and/or mounted attacking foot, TPT, or ART.
1	If foot attacking TNK, SKI/S, or PKE 'elephant' stand in the open. INCREASE THIS TO +3 if foot attacking TNK, SKI/S, or PKE 'elephant' stand in woods or BUA.
2	Bonus if attacker is charging and/or if attacker is a 'General' stand and/or if CAV attacking SKI.
1	Attacker is SKI/F post 1915, or in sci-fi, or if charging WBD <i>per se</i> .
3	Attacker is PKE attacking non-PKE to their front facing (no bonus against TNK or motorised, obviously).

Table 10 Deductions for close combat

Deductions	Factor
1	Defender is CAV/A and is being attacked by non-firearms and/or pre c.1700 firearms ² .
2	Defender is INF/A and is being attacked by non-firearms and/or pre c.1700 firearms.
2	Defender has substantial 'sci-fi' type armour
2	Attacker is SKI

Additional Factors:-

- NEXT Foot and ART defenders of terrain (including major linear walls, major hedges, hill crests etc) *suffer -4 HPs* from attacks onto their front arc.
- NEXT Attacking the flank or rear facing of a non-PKE stand *adds +4* to the HPs inflicted - attacking the flank or rear of a PKE stand *adds +8* to the HPs inflicted. N.B. Foot stands attacking mounted stands never increase their HPs inflicted.
- NEXT The defending player rolls 2 X D6 - and negates this number of HPs.

• scores required to convert HPs to a full KO are:-

Firer	Target				
	'Soft' Vehicle; Unarmoured AIR	Light Armour TNK; Armoured AIR	Medium Armour TNK; Field Fortifications	Heavy Armour TNK	Super Heavy Armour TNK; Stone & Concrete Fortifications
Foot with 1st generation AT rifles, Bazookas, Panzerfaust etc at range 1/2" to 2"	3+	4+	4+	5+	6+
Foot with 2nd generation RPG, MAWs etc at range 1/2"-4"; SKI/S at any range	2+	3+	3+	4+	5+
Torsion ART; muzzle-loading ART cannons	2+	2+	4+	6+	6+
ATGW; 'light' beam cannons	4+	4+	4+	5+	5+
AAGW	2+	2+	6+	6+	6+
ART breechloading riflebore types to 79mm	3+	4+	5+	6+	6+
ART breechloading riflebore types to 80mm to 130mm; heavy ART beam cannons	2+	2+	4+	5+	6+
ART breechloading riflebore types above 130mm	2+	2+	3+	4+	5+
'Ship weapons'	2+	2+	2+	5+	5+
Rocket ART	As per best equivalent, above				

Add +1 to the KO dice score if the target is a ground vehicle's flank, or rear arc; or if firing from above; and/or if the target is high wall, or dive-bombing or 'loitering' AIR.

Add +1 to the KO dice score if the firing weapon is guided.
Deduct -1 to the KO dice score if target is flying/moving AIR.