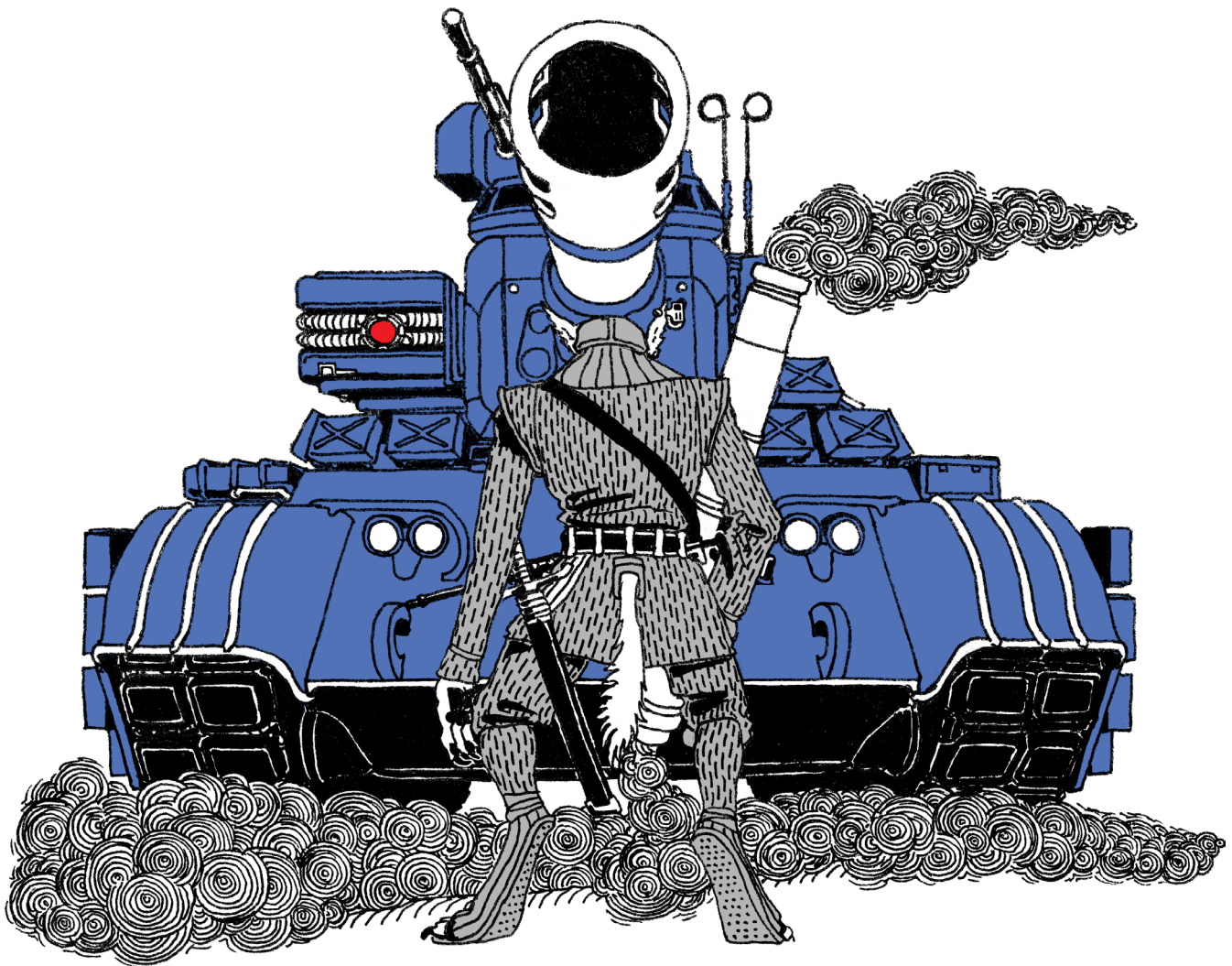


FIRELOCK 198X

FANTASY WARFARE IN THE NUCLEAR AGE



CORE GAMEPLAY RULES

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Langport, Vansa, 03/10/85

Core Gameplay Rules

Preface

Firelock 198X is a tabletop wargame about nuclear-age fantasy warfare. It attempts to recreate the broad strokes of Cold War military tactics with unearthly troops. Its rules are meant to provide fast, lethal, authentic gameplay, supporting realistic tactics without clunky simulationism.

Chapters 1-3 of this manual act as primers for many basic gameplay concepts and explain how to set up the game. Chapters 4-5 fully explain the rules of the game, supported by content in the Appendices. First-time readers should start from the beginning and check the Glossary appendix for unknown terms.

The game is designed first and foremost to be playable in the real world; it is the hope of the authors that you find it enjoyable to model, paint, and play. A virtual edition of the game is also available through Tabletop Simulator (hereafter “TTS”). Game discussion, organization, art and kitbashing is centered in Stellar Jockeys’ Discord server (see the Firelock 198X section).

This ruleset represents a work-in-progress version of the game: some things will be placeholders, missing, or otherwise subject to change before the official release. The attached profiles and statistics in the TTS module may be slightly outdated at times. If there exists a conflict, use the manual’s values.

Always remember: the first rule of wargaming is to enjoy yourself. If your opponent is joyless, kill him. If the rules are unclear, use common sense.

The authors express thanks to the community for their continued support and enjoyment of Firelock 198X.

* This manual supersedes FM 1-8X Edition 0.8, 08/24/83.

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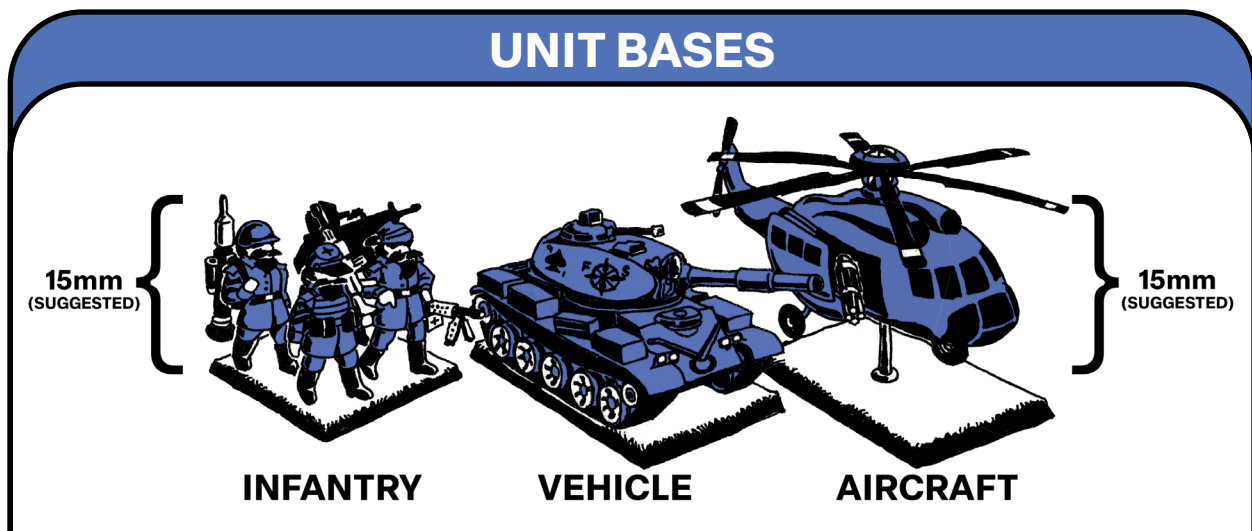
CHAPTER 1 GAME BASICS

This chapter introduces the underlying concepts of the game. Several concepts, more fully explained in Chapters 2-5, are also briefly described.

UNITS

Firelock 198X is a miniature wargame: it's about battles between opposing forces of miniature soldiers on the tabletop. Your force will usually range from platoon to company scale, but, for simplicity, it's referred to as your **army**. Your army is made up of individual **units**, and its roster is your **army list**. A unit represents a group of **infantry**, one **vehicle**, or one **aircraft**.

Whether you choose to represent your soldiers with painted models or printed standees, your units must always be placed on uniformly sized **bases**. Bases for infantry are 40mm x 40mm squares, while aircraft and vehicles typically use 40mm x 60mm rectangles. Some units may require bases of special size; they'll be marked as such.

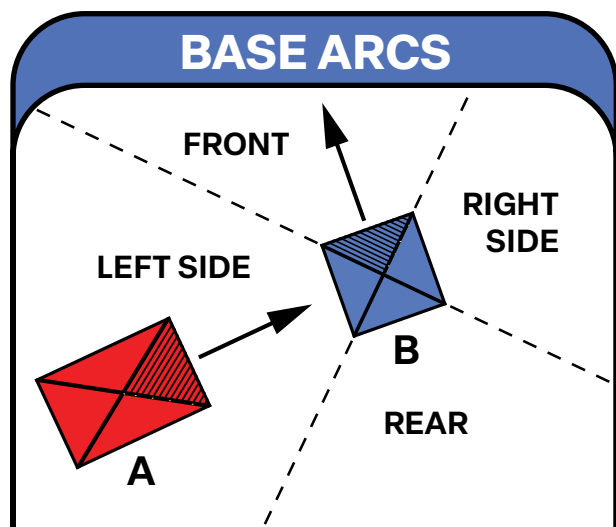


BASE ARCS

Because every base is either a square or a rectangle, bases can be divided crosswise into four triangles. Draw an X over each unit's base with the lines of the X beginning in each corner and converging in its exact middle. You now have four **base arcs**: a **front**, two **sides**, and a **rear**. From these base arcs you can extend the lines of the X all the way across the table and use them to determine the facings of units in relation to one another.

If a unit is facing another unit, it is considered to be facing whatever arc of that target that its own base mostly occupies. If it looks about 50/50, go for the frontmost arc.

Basal contact is when any part of one base touches any part of an enemy. **Full basal contact** is when all of one full arc touches as much of another unit's base as possible.



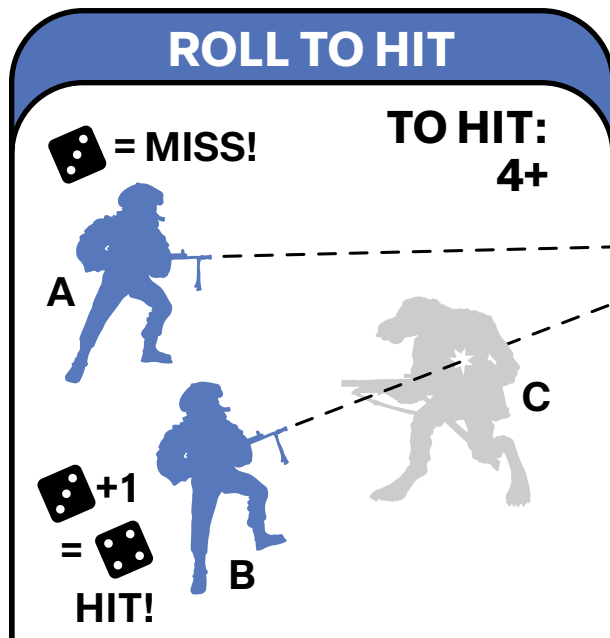
Unit A is facing the left side arc of Unit B.

ROLLS & TARGET NUMBERS

Action in Firelock 198X is resolved through dice rolls. Dice are rolled primarily for attacks where there is some uncertainty involved, either to determine whether the shot hits the target or whether the target is killed by the shot. All dice used in the game are six-sided (“D6”), though some rules may use a three-sided die (“D3”). In that case, roll a D6, halve the result, and round up.

Rolls attempt to meet or beat a **target number** expressed by the notation “X+”, with X being the number that a roll must meet or exceed in order for the attack to succeed. If the target number is 4+, for example, that means a roll of either 4, 5, or 6 is a success.

Rolls are subject to **modifiers**. Modifiers are expressed by the notation “+X” or “-X”, with X being the amount by which a die result is shifted. Modifiers are cumulative and can potentially cancel each other out. Target numbers can sometimes be modified to be less than 2+ or more than 6+, meaning certain success or failure, respectively.



Units A and Unit B are firing on Unit C. Both have a base accuracy of 4+ to hit, but Unit B benefits from a +1 modifier. Both units roll a 3. Unit A misses, but Unit B’s modifier turns his result into a 4, making it a hit.

1-2 - GAME BASICS

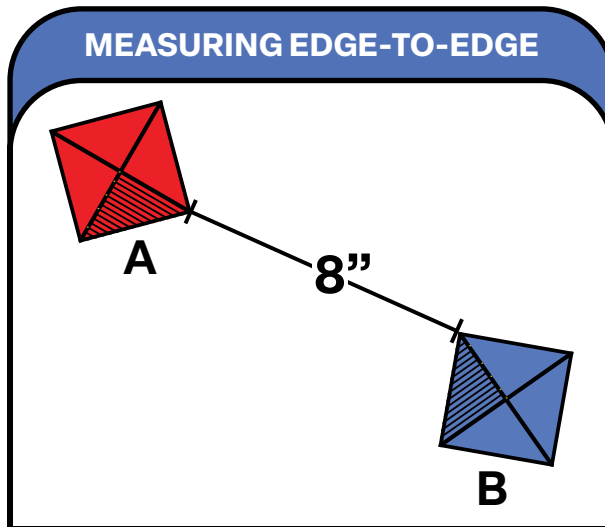
A target number of “1+” means that a roll automatically succeeds without a negative modifier. A target of “++” is akin to 1+, but with special effects that will be covered later.

Attacks with multiple dice roll hits separately, not cumulatively. Two dice in one attack means two separate chances to hit or kill.

Sometimes, a die must be **confirmed** by re-rolling. Confirms are rolled at the same target number unless stated otherwise. The check is only successful if both the initial roll and re-roll succeed. A die only ever confirms once; you never re-roll a re-roll.

DISTANCE & MEASUREMENT

All distances in Firelock 198X are measured in inches. You can measure anything on the table at any time. Measurements need not be more precise than a tenth of an inch.



Unit A and Unit B are 8” apart from each other at the closest points on the edges of their bases.

Measurement between bases is done in two ways. Normally, measurements are **edge-to-edge**: choose any point on the edge of one unit’s base, and draw a line toward any point on the edge of your target’s base.

When measuring from a radius, you instead measure **center-to-center**: draw a line from the exact center of the radius to the exact center of the target’s base.

If a model protrudes over its base, feel free to use the edge of the model itself instead of its base for measurement.

The distances used in Firelock 198X are semi-abstract. For calculating weapon ranges, 1" to 50 meters was used; a 6' long table thus covers about 3.6 kilometers. Ignore this whenever it doesn't make sense, such as on bases.

Bases describe a unit's general area of operation, and not its exact dimensions.

PREPARING ARMIES

To build an army for Firelock 198X, you must select a faction for the army, create an army list, and make tabletop models for the units in your list. Army building is fully explained in **CHAPTER 3**.

Firelock 198X doesn't assume that you are committed to a single army list. Before a game, you can improvise a new list based on what models you have available and what your army's faction offers.

OBJECTIVES

A Firelock 198X match is best played with a **scenario**. This is the reason why your armies are fighting, the battle's victory conditions, and the **objective(s)** over which they fight. As with army lists, this can be improvised before a game.

While this manual offers some pre-made scenarios to start with (we recommend starting with **APPENDIX J**), the heart of the game lies in your own creativity. You are encouraged to write unique objectives and scenarios of your own. Use the material in this manual and others to familiarize yourself with the system and setting until you are comfortable enough to write your own scenarios.

MATERIALS

Firelock 198X is designed for play with simple, easily-procured materials. While best played with painted models and sculpted tabletop terrain, the game at minimum only needs distinguishable areas of terrain and unit bases of the correct size. It can be played with cardboard cutouts on a dry-erase board.

Comprehensive lists of all necessary game materials and possible terrain types are provided in **APPENDICES C & D**. Use these as resources when preparing for a game.

MAPS & TERRAIN

Terrain is extremely important in Firelock 198X, as in real combat. It provides cover for troops, blocks sightlines, and makes gameplay more interesting in general.

While terrain on the tabletop should ideally be represented with modeled regions, it only needs to be visually distinct from other terrain to actually work. Firelock 198X can thus be played on a completely flat table. We call a table's set of terrain features its **map**, since the top-down terrain on a flat table resembles one.

The suggested size of a Firelock 198X map is 72" x 48" (6' x 4'). Maps with sizes below 48" on any side are not recommended.

Terrain rules are fully explained in **CHAPTER 5**.

BEGINNING A GAME

When the opposing armies, the scenario, and the map are ready, the game can begin. Units in an army move onto the field by **deploying** from your edge of the table. A full explanation of deployment can be found in **CHAPTER 4**. After deployment is complete, the first round of gameplay begins.

PHASES OF PLAY

Firelock 198X is played in **rounds**. Each round is divided into **phases**. During each phase, a different aspect of combat (such as firing or maneuver) is resolved by units in play. Both sides take **turns** activating their units to resolve combat actions during each phase.

There are six phases in each round. Some of these phases are referenced in passing throughout **CHAPTER 2**, but their rules are fully explained in **CHAPTER 4**.

The list of phases is as follows:

- I. SUPPORT PHASE
- II. FIRE PHASE
- III. MANEUVER PHASE
- IV. IDENTIFICATION PHASE
- V. CLOSE COMBAT PHASE
- VI. OBJECTIVE PHASE

VISION

Units on the table are not always visible to one another due to terrain. A unit is said to have **line of sight (“LOS”)** to a target if you can draw an unbroken edge-to-edge line between their bases. LOS isn’t broken by unit bases, but can be broken by terrain. Terrain tall enough to potentially break LOS between units is called **occluding terrain**. LOS is always mutual.

Some units are better or worse than others at spotting targets: they may be taller or have superior optics. All units possess a **spotting distance** in inches (typically between 16-32”). This is the distance within which the unit can clearly distinguish a target against the surrounding terrain, allowing both positive target identification and accurate fire against it. At this distance (and closer), we say that the target has been **spotted**.

In short: If a unit can draw LOS to a point on a target’s base within its spotting distance, it can spot that target. It will share spotting with all friendlies unless it is at **max pin**. Pin will be explained in **CHAPTER 4, p. 4-4**.

A unit can deliberately choose not to spot an enemy.

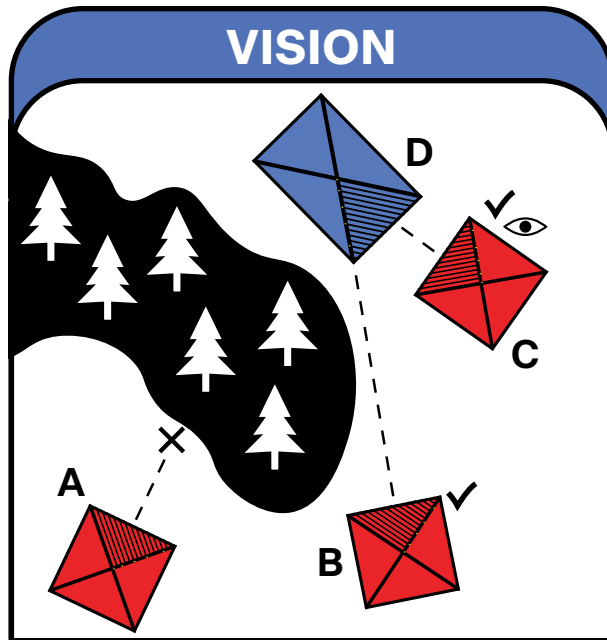
You can check spotting and LOS between units whenever you want. If spotting becomes difficult to read at a glance, placing **spotting tokens** on spotted units is helpful.

BLINDS & IDENTIFICATION

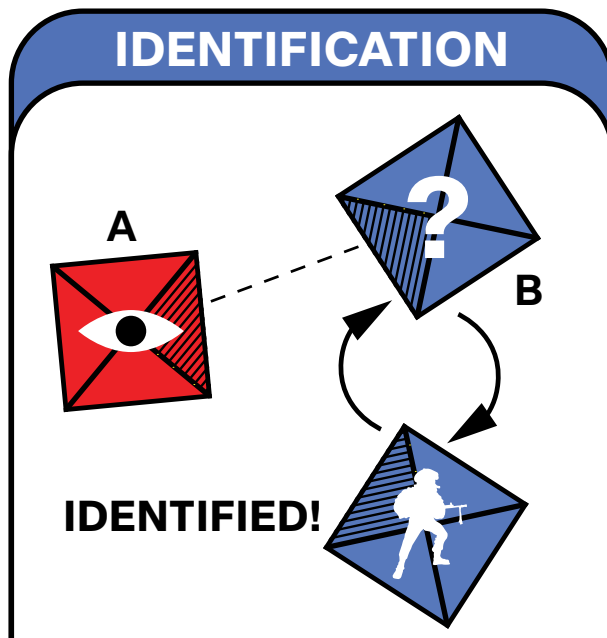
At the beginning of the game, the opposing armies are obfuscated: neither side knows exactly what the other has brought. Every unit in your army should be accompanied by a **blind**. A blind is an “empty” base of the same dimensions as the “real” unit. For example, an infantry blind would be 40mm x 40mm.

Each blind should have a way to uniquely identify it (a number, letter, callsign, etc.). Tie each blind to a real unit in your army on a secret **army key**, on an index card or piece of paper. Don’t let your opponent see your key!

When a blind is spotted by the enemy, it’s permanently **identified**. Replace the blind where it stands with the real unit, revealing it.



Units A, B, and C are attempting to spot Unit D. Unit A’s LOS is broken by an occluding forest. Unit B can draw LOS, but is too far away to spot Unit D. Unit C is within its spotting distance of Unit D and can draw LOS to it. Only Unit C can spot Unit D, but Unit D now counts as spotted for all friendlies.



Unit A spots Blind B, identifying it. Blind B is removed from the table and replaced by the unit it was representing, Unit B. Now Unit B is identified. Unit B will not become a blind again for the rest of the game.

CHAPTER 2

UNIT CLASSES, WEAPONS, & EMPLACEMENTS

This chapter describes the behavior of different types of units, their statistics, and weapons.

UNIT CLASSES

The fundamental abilities and behaviors of a unit are described by its **unit class**: infantry, vehicle, or aircraft. All units in Firelock 198X fall into one of these three basic classes.

INFANTRY (*Inf*)

Infantry are dismounted troops, marching and fighting on foot. They come in two varieties: **teams** of a few men, and larger **squads**. Squads are abbreviated as *Inf (S)* on their unit profile. If not so designated, the unit is a team.

The first time a squad is killed, it is instead considered to be **depleted**: shot down to team-size. It gains a **depletion token**. Thereafter, it counts as a team for all purposes.

All infantry units can **sprint**, **go to ground** to seek cover, and **clear** emplacements such as landmines. Importantly, they are the only class of unit that can **capture** objectives.

Infantry are generally cheaper, slower, and less powerful than vehicles or aircraft, but they are stealthier, more effective at crossing rough terrain, and more tenacious in cover.

VEHICLES (*Vec*)

The vehicle class covers all forms of fighting or logistics machines, including towed guns. Vehicles can either be **tracked**, **wheeled**, or gun **carriages**. Wheeled and carriage vehicles are abbreviated *Vec (W)* and *Vec (C)* respectively; otherwise, a vehicle is tracked.

Wheeled vehicles can perform a **road dash**, moving faster on roads than tracked vehicles, but their off-road performance is worse.

Carriage vehicles are typically slow, but may move and rotate freely like infantry.

Vehicles are almost always much faster, tougher, and more heavily armed than infantry. In return, they are harder to conceal and may be targeted with more powerful weapons.

Vehicles cannot capture objectives on their own. They can, however, **contest** an objective, preventing enemies from capturing it.

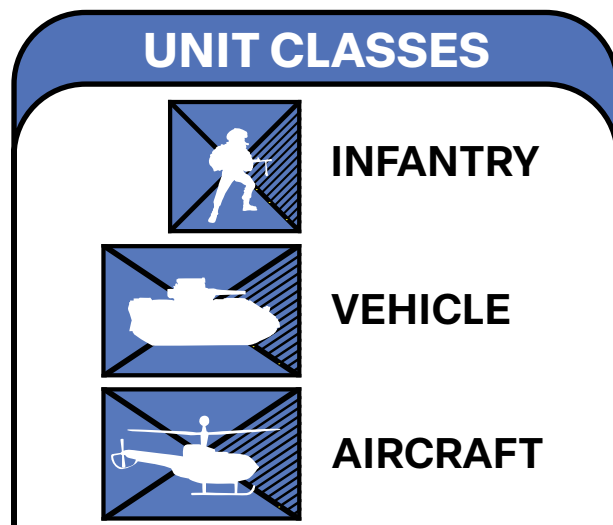
AIRCRAFT (*Air*)

The aircraft class includes **helicopters** and fixed-wing **planes**. Helicopters are abbreviated as *Air*. Like infantry and vehicles, they exist on the table throughout the match. Planes can only enter the table if they are called in via **support cards**. Planes will be described further later in this chapter.

Helicopters are highly mobile. They are very fast, can **take off** or **land**, and can easily obtain superior positions and vantage over other units. They are hard to hit by ground weapons that are not specialized against aircraft, but in turn are extremely vulnerable to dedicated anti-aircraft weapons.

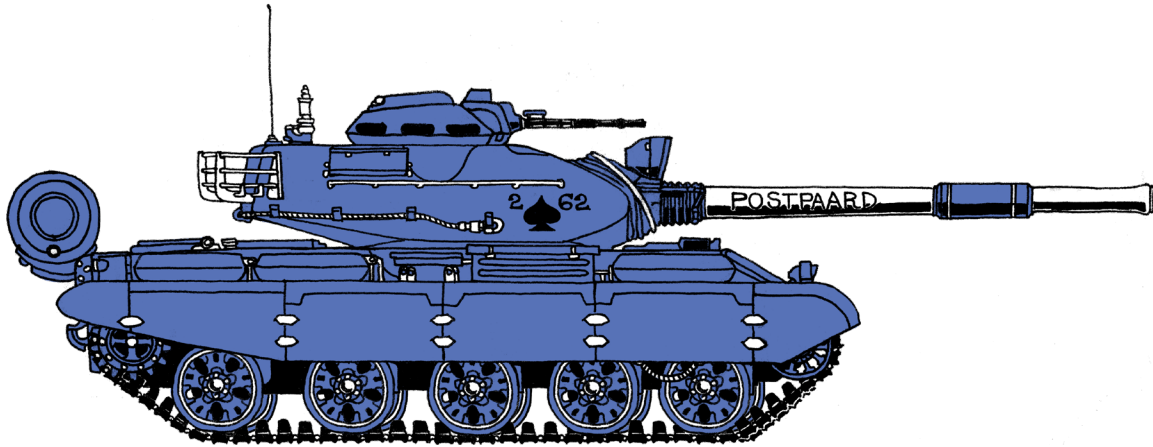
Aircraft can neither capture nor contest an objective. They can flatten its defenders, but you need boots on the ground to seize it.

This chapter covers unit behaviors only in broad overview. Precise game mechanics will be explained in-depth throughout the **PHASE** sections of **CHAPTER 4**, then recapped in **APPENDICES E, F, & G**.



UNIT CARDS

A unit's behavior in combat—including its basic characteristics, weaponry, and any special rules—is fully described by its **unit card**. Featured below is an example: the Federal States-Army's Type 71 "Tusker-K" main battle tank. This war machine is powerful on open ground.



Here is the Tusker-K's unit card:

TYPE 71 "TUSKER-K" - 50 pts
MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T16/8/6
NBC, Steel Watchbands

6GZ1 14.5mm HMG
All, R24", A4+/5+, S3/4, D2, Turret

2K43 115mm Gun
R40", A2+/3+, D1, Ammo 4,
No CC (*Inf.*), *Thermal Sights*,
Turret

→ **115mm Sabot**
Vec, S14/21

→ **115mm HEAT**
Inf/Vec, S12/2, *Slow Round*,
Shaped Charge

902V 81mm Smoke Launchers
Gnd, R6", A++/+++, D2, Ammo 1,
Light Indirect (1), *No CC*, *Smoke (3")*,
Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71 "TUSKER-K" - 50 pts
MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T16/8/6
NBC, Steel Watchbands

The Tusker-K costs 50 **points** ("pts"). The more points, the stronger the unit. The subheading (MAIN BATTLE TANK) indicates the unit's role. The bolded **unit statline** describes the unit's combat statistics.

Unit Class: This unit is a vehicle (Vec).

Height (H): The higher the statistic, the taller the unit. This unit has Height 2.

Spotting Distance (S): This unit can spot at 32".

Move (M): The number of inches the unit can move (before terrain multipliers) in one turn.

Quality (Q): The higher the statistic, the better the unit's discipline and nerve. This unit is Q3.

Toughness (T): Three numbers indicating the unit's resilience to damage on its front (16), side (8), and rear (6) arcs respectively.

Generic **unit special rules** (see **APPENDIX A**) are *italicized*. Faction-specific special rules, such as Steel Watchbands, are also underlined.

We'll be going over the unit card from top to bottom.

6GZ1 14.5mm HMG

All, R24", A4+/5+, S3/4, D2
Turret

This is a **weapon statline**, describing one of the weapons mounted to this unit: the 6GZ1 14.5mm heavy machine gun (HMG), effective against a variety of targets.

Target: A list of all unit classes that this weapon can be used against. This weapon can target any unit.

- **All:** May target all unit classes.
- **Inf/Vec/Air:** May target only the listed unit classes.
- **Gnd:** May target a point on the ground, and all Inf & Vec in the listed *Radius*.

Range (R): The weapon's range in inches (in this case, 24"). It can't be fired outside of this range. All weapons also have a **half range** that is half of this value (in this case, 12").

Accuracy (A): Two target numbers indicating the stationary and moving accuracies of the weapon. When stationary, this weapon hits on a 4+, and when moving, on a 5+.

All weapons get a +1 Accuracy modifier at half range unless otherwise stated.

Strength (S): Two numbers indicating the weapon's firepower (here, 3 and 4). Typically, the second number is used at half range. Some weapons, depending on their special rules, use their second number differently.

Dice (D): The number of dice rolled per attack. More dice means more lead in the air. Each die is a separate, independent chance to hit and/or kill the same target. This weapon rolls two dice per attack.

As with units, weapons have **weapon special rules** (see **APPENDIX B**). This weapon has the *Turret* special rule.

As with unit special rules, any underlined weapon special rules are faction-specific. Both faction-specific unit and weapon special rules can be found in their factions' manuals.

2K43 115mm Gun

R40", A2+/3+, D1, Ammo 4,
No CC (Inf.), Thermal Sights,
Turret

→ **115mm Sabot**

Vec, S14/21

→ **115mm HEAT**

Inf/Vec, S12/2, *Slow Round,*
Shaped Charge

A weapon may only fire as many times as it has **Ammo**. Limited ammunition is indicated by the presence of an Ammo statistic. If it doesn't have one, the weapon has **unlimited** ammunition. You can track a weapon's Ammo with a D6, since the statistic never exceeds six.

Only one unit of Ammo is consumed per attack, even if the weapon has a Dice statistic of more than one. When the weapon's Ammo runs out, mark the unit with a **spent ammo token**. Ammo is tracked as a single value per weapon, regardless of which shot types are used for each attack.

Shot types for a weapon are bolded and italicized, then indented beneath their weapon with an arrow (→). Only the characteristics common to all shot types are retained in the weapon's own statline. The shot types' partial statlines indicate their unique characteristics.

Shot types may have weapon special rules associated with them in particular. For example, the **115mm HEAT** shot type has the *Shaped Charge* special rule.

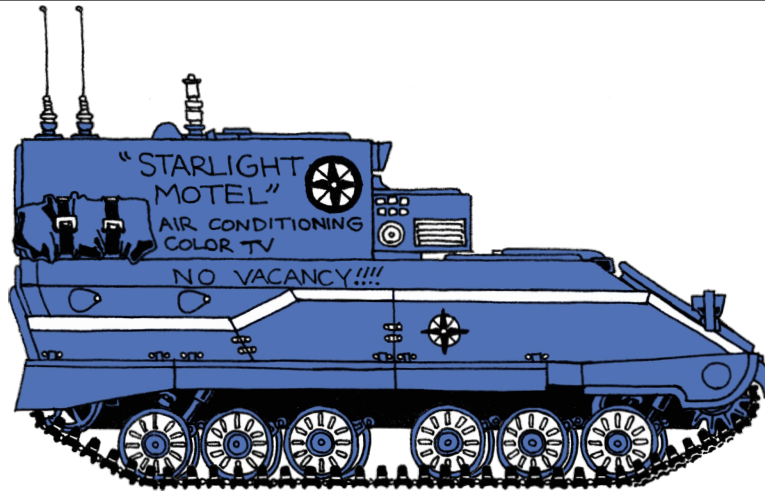
902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
Light Indirect (1), No CC, Smoke (3"),
Turret

This weapon's Target statistic is Gnd; therefore, it is **ground-targeting**. It may automatically strike any point on the ground within its range, assuming it or a friendly unit can spot that point on the table.

TACOMS

Every army is led by at least one **tactical command unit** (“TACOM”). You must field one TACOM for every 100 points in your army list. Every faction offers several TACOMs, of which at least one is free. Featured below is an example TACOM: the Federal Type 68C “Appomattox”.



TACOMs, like normal units, have a unit card (partially shown below) and a statline:

<p>TYPE 68C “APPOMATTOX” - 0 pts</p> <p>COMMAND POST CARRIER</p> <hr/> <p>Vec, H2, S32”, M8”, Q3, T6/4/4, C3</p> <p><i>Amphibious, Brigade (3, 12”), NBC</i></p>
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TACOMS, compared to a normal unit, have two additions to their basic statline:

Command (C): A number of **command tokens** equal to this stat are generated at the beginning of the Support Phase. You needn’t let the enemy know how many you have in total.

Brigade: The *Brigade* special rule. All TACOMs have this special rule. Because this rule is very important to effectively employ TACOMS, it is briefly described in this section.

Command tokens are necessary to move units in your army, including the TACOM itself, during the Maneuver Phase. One command token is spent per unit moved; so, the Appomattox can order three movements in a round.

Command tokens can also be spent in one of two special ways: **support missions** and **brigade moves**.

Support missions include heavy artillery, fixed-wing airstrikes, and other special support assets. The TACOM calling a support mission spends a command token and sacrifices its movement in the Maneuver Phase in order to direct these elements onto a target.

Brigade moves permit both the TACOM and several friendly units to make a simultaneous, coordinated move in the same general direction for only one command token. If you lack enough command tokens to independently maneuver your whole army, you can still move parts of it *en masse* with brigade moves.

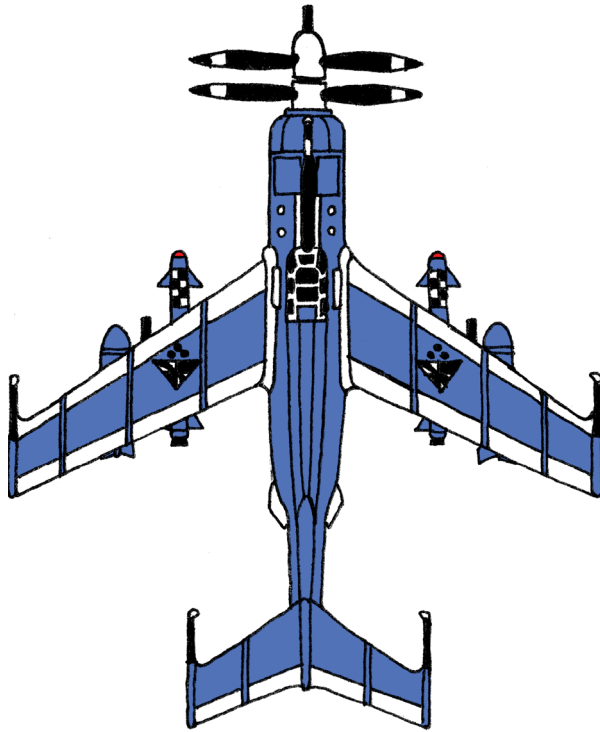
Full rules for support missions and brigade moves are given in **CHAPTER 4, p. 4-2** and **p. 4-10** respectively.

LOSING TACOMS

Losing a TACOM means losing the command tokens it generates. If you lose all of your TACOMS, your leaderless force’s cohesion is shattered. When the round has concluded, any player with no surviving TACOMS will **immediately lose**. If no players have TACOMS at that point, the game will end in a tie. You will have to carefully balance protecting your TACOMS and letting them coordinate brigade movements and support missions up close.

PLANES

Once a plane is called onto the table to fulfill a support mission, it can target enemies and be targeted like any other unit. Featured below is an example plane: the Federal SiG-16 “Rufe”. This aging turboprop fighter-bomber is kitted out for both ground attack and air-to-air roles.



Planes have unit cards, but their statlines are simpler than those of ground units.

<p>SiG-16 “RUFÉ” - 20 pts MULTI-ROLE FIGHTER</p> <hr/> <p>Air (CAP), M10”, Q2, T4, E1 <i>Sprint Motor</i></p> <hr/> <p>2A34 23mm Autocannons, triplet All, R8”, A4+, S4, D3, Ammo 3</p> <p>4BN2 350kg Napalm Bomb Gnd, R0”, A3+, S1+, D2, Ammo 2 <i>Barrage (2), Ignore Cover (2), Lingering, Radius (2”), Rear Attack</i></p> <p>9GR4 120mm Infrared AAM Air, R24” A4+, S6, D1, Ammo 2 <i>Air-Filling, Guided Missile (1), Homing</i></p> <p style="font-size: small;">FEDERAL STATES-ARMY - DREKFORT M.D.C.</p>
--

All planes belong to the Air unit class. They are marked either **CAS (close air support)** or **CAP (combat air patrol)**. If not marked Air (CAP) or Air (CAS), it’s a helicopter.

Planes lack a Spotting Distance statistic; while flying, they don’t have the time to spot targets. On-map units must guide them in.

Planes have only one Toughness stat, reflecting their armor level from all arcs.

Plane weapons have only one (moving) Accuracy value, and, unless required by a special rule, only one Strength value.

Note the additional Evasion statistic:

Evasion (E): The plane may apply up to the value of its Evasion statistic as a negative modifier to incoming attack rolls in exchange for a proportionate amount of pin. Also affects initiative in dogfights. This unit is E1.

CALLING IN PLANES

Planes start the battle as a **support card** in your hand. In the Support Phase, a TACOM can call in the plane for a support mission. Once called in, a plane becomes a unit on the table, seeking a target supplied by the TACOM that called it in.

CAS planes can be called in as missions only against on-map units and points of ground: infantry, vehicles, and helicopters. CAP planes can be called in against on-map units, but they are also able to **intercept** other planes.

When a plane is called in, it appears on the edge of the table. During the subsequent Fire Phase, it flies towards its target according to its Movement statistic each time it is your turn to act. Until it has left the table, the plane is vulnerable to ground fire like a helicopter.

If two planes enter basal contact with one another, the result is a special type of close combat, a **dogfight**.

Full rules for plane movement and combat are in **CHAPTER 4, p. 4-5 and 4-6**.

EMPLACEMENTS

A scenario may, depending on its premise, involve the use of static **emplacements**. Emplacements may be active, hazardous **traps** (such as minefields and fougasses) or merely passive, defensive **fortifications** (such as sandbags or dragon’s teeth).

Traps consist of a weapon statline with a *Radius*. Featured below is an example trap.

<p>APM4 “TORPEDOES” ANTI-PERSONNEL MINES</p> <hr style="width: 50%; margin: auto;"/> <p>Emplacement</p> <hr style="width: 50%; margin: auto;"/> <p>APM4 “Torpedo” Wooden Mine Inf, A++, S1/1, D1, Ammo 6 <i>Radius (4”), Undetectable</i></p>
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Whenever a unit enters the trap’s listed *Radius*, the trap is triggered, hitting that unit immediately and ignoring all Cover Modifiers. They cannot be identified beyond 6” away.

Fortifications modify the terrain that they are deployed on. Featured below is an example fortification.

<p>1F15 MVI “RIFLE PITS” HASTY FORTIFICATION</p> <hr style="width: 50%; margin: auto;"/> <p>Fortification</p> <hr style="width: 50%; margin: auto;"/> <p><i>Designate a 40mm x 40mm square of terrain as “rifle pits”, which offers -1 Cover Modifier to infantry. Cannot be placed on terrain which already has a Cover Modifier, but units inside can go to ground to gain a -2 Cover Modifier.</i></p> <p><i>Vehicles may traverse at no penalty.</i></p>
--

Emplacements may be placed revealed or as blinds depending on the scenario. All have Height 1 for the purposes of terrain occlusion and are spotted like infantry units.

DUMMIES

A **dummy** is a blind that doesn’t actually correspond to a real unit. They represent both battlefield uncertainties (the “fog of war”) and deliberate ruses of war. Dummies cost 5 points and can have the base size of any unit class.

Dummies are not real units: they cannot shoot, spot enemies, capture or contest terrain, take up PC space, block enemy movement or parachute drops, or make use of any special rules that affect friendly units.

If a dummy is identified by an enemy or hit by any attack, it is immediately and permanently removed from play. Misses do not cause dummies to disappear, and it may gain and remove pin at the owning player’s discretion.

Dummies can move as far as you’d like in the Maneuver Phase, using the movement rules of any unit class except planes. It’s up to you to make that movement believable. Essentially, they can move any way they want as long they don’t affect anything.

Dummies require a command token to move if they are not targeted in a brigade. However, if targeted in a brigade called by a real TACOM, the dummy both gets to move for free and does not count toward the TACOM’s brigade limit. The dummy doesn’t even have to begin and end inside of the TACOM’s brigade radius! This means that dummies can be used to conceal what type of TACOM you have from a savvy opponent (see **CHAPTER 4, p. 4-10**).

A dummy may not call a “fake” brigade which targets a real unit; it can, however, call a brigade that only targets other dummies.

GIVING INFORMATION ABOUT UNITS

Most game information, such as a unit’s remaining Ammo, is tracked on the board with dice and tokens. All players can see this information for identified units. However, information tied to blinds and dummies doesn’t always have to be revealed. The only things an enemy *always* gets to know about them is their height, whether they are landed or airborne, whether it has desanting units, and how much pin they have. These are explained fully in **CHAPTER 4**.

CHAPTER 3

BUILDING ARMIES & SCENARIOS

This chapter describes how to build army lists and write your own combat scenarios.

POINT CAPS

Firelock 198X is designed to be played at five **point caps**—a fixed number of points given to each player to spend on units and army support elements before the battle. Two armies of the same point cost are theoretically equal in capability, even if one is more numerous.

The list of point caps (and the number of TACOMs you can field) is as follows. Note that you cannot field more or less TACOMs than the scale permits, unless otherwise stated.

Border Skirmish: 100 points, 1 TACOM

Escalation: 200 points, 2 TACOMs

Conventional Battle: 300 points, 3 TACOMs

Grand Battle: 400 points, 4 TACOMs

Mass Casualty Event: 500 points, 5 TACOMs

100 points is appropriate for an introductory or speed game; 200 is appropriate for pick-up games; 300 is the first point bracket at which true combined arms warfare is possible and all list types are truly viable. 400 point battles and above are complex and deeply tactical, but may be time consuming.

Depending on your choice of scenario, the players may have different point caps (e.g. an attacker might have one and a half times the points cap of the defender). If using a point cap not divisible by 100, it's best to "round up" for the purposes of fielding TACOMs. For example, at 150 points, field two TACOMs instead of one.

SELECTING A FACTION

To begin building an army, you must choose its **faction**. Each faction's manual describes its roster of units, its strengths and weaknesses, and faction-specific special rules.

On the next pages, factional dossiers and their respective manual numbers are listed for your perusal.

WRITING AN ARMY LIST

After selecting your faction, you can write your army list by choosing units from that faction's manual until you reach your agreed-upon point cap. You may write down your list (and army key, for your blinds) any way you'd like. Part of a 100 point army list is presented below as an example of how army lists are written in this manual and others.

F.S-A. MOTORIZED PLATOON EXAMPLE - 100 PTS, 3 COMMAND

Uther Section - HQ

Type 68C "Appomattox" - *0 pts (TACOM)*

LaF-18 "Ox" - *10 pts*

The name of the list, its point cap, and the number of command tokens provided in total by all TACOMs is given at the top. Under the header bar, the list's units are divided into tactical groups. These have no gameplay effect themselves, but merely help organize a list.

The first tactical group on this list ("Uther Section") is a headquarters section. It contains one TACOM and a logistics truck.

Aart Section - AT

Type 60 "Grumble" - *10 pts*

- [E] States-Grenadiers - *10 pts*

- [E] ATGM Team - *10 pts*

This tactical group, Aart Section, is made up of an APC and two infantry units (a squad and an anti-tank weapons team). Both are subheaded under the APC, and marked "[E]", indicating that they're embarked inside.

At the bottom of all official army lists is a key for unit assignment abbreviations: [E] for "embarked", [D] for "desanting", and [T] for "towed". Usually, these assignments are only advisory. If so, a disclaimer will state such.

THE FEDERAL STATES-ARMY (F.S-A.)



FIELD MANUAL NO. 100-1-8X "RUSTING THUNDER"

GOOD GRUNTS - TOUGH TANKS - BAD FLYERS

I can still see it when I close my eyes.

It's a beautiful day. The diesel's roaring, shaking the whole tank, a deafening, judgering clatter. I'm welded by my feet, a fixture of the open hatch. The rushing air is biting my oily face, rubbing it red, but the warmth of the steel runs through my bracing hands and up my spine. I'll roll on. I'll never die.

- Rayleigh Irving, Federal Intelligence

PERSONNEL:

ACTIVE DUTY	1,197,800
READY RESERVE	954,100
WHITewater GUARD	1,272,700
AIR CORPS.....	386,000
IRREGULAR MILITIA (est.)	1,209,000

TANK ACE RECORDS:

KILLS IN CAREER	102
KILLS IN ONE ACTION	16
MEN TRAMPLED.....	7
LUPAR TRAMPLED	31
MISSIONS SOBER	9

LEADING CAUSES OF PENAL SERVICE (% OF YEARLY DRAFT):

LARCENY.....	1.5%
INDECENCY.....	1.7%
BOOTLEGGING	1.8%
ASSAULT	2.1%

ARMY OF THE EBON FOREST (A.E.F.)

FIELD MANUAL NO. 100-2-8X

"TOOTH, CLAW, AND ATGM"

SHOCKTROOPS - CHEAP RIDES - SHARP PILOTS

The earth heaves underfoot. A man cries out: One of ours? Theirs? I can no longer tell. A thousand different stenches and sounds assault my nose and ears. Distantly I feel my weapon pounding against my shoulder. My mouth is watering. I am bleeding and it is a rich iron smell. I must not stop running. There are dead men sprawled here and I know that if I lie down I will gnaw at their exposed faces.

- Conchar Goronwy, Chasseur, 96e Inf.

PERSONNEL (EST.):

ACTIVE DUTY (REGULAR) 360,000
 ACTIVE DUTY (IRREGULAR) 410,000
 SECURITY FORCES 50,000
 THEORETICAL MANPOWER..... 2,000,000

LUPARIC PRISON TIME SCHEDULE (CONDENSED):

WAKE UP 5:00 AM
 ROLL CALL/BREAKFAST 5:15 AM
 WORK 6:00 AM
 CASUALTY RECOVERY/SUPPER ... 8:00 PM
 LIGHTS OUT..... 9:00 PM

LEADING CASUALTY INFLECTORS (CYDOLAND FRONT):

SHELL, GRENADE FRAGMENTS..... 31%
 SMALL ARMS 24%
 MACHETE, TEETH, CLAWS..... 19%
 LANDMINES & BOOBY TRAPS 14%



THE NEW RYGOLIC HOST (N.R.H.)



FIELD MANUAL NO. 100-3-8X "STATELESS ORGAN"

HIGH QUALITY - HIGH SPEED - HIGH PRICES

²¹Erst of the hour the marchers will teem as ants from the hide of their tower. ²²At the 5th minute they will sign to the citizens to gather. ²³At the 10th minute the citizens will receive their jobs by symbols. ²⁴At the 15th minute their jobs will have been signed. ²⁵You will know the marchers by the black of their eyes. ²⁶The marchers are mine and it is by them that I will keep the time. ²⁷I will prove they are mine by the 20th minute.

- The Master Brain's Dicta, Monstrations 5

MATERIEL (EST.):

CONSTRUCTS (HUMANOID).....	100,000
CONSTRUCTS (VEHICLE)	25,000
CONSTRUCTS (AIRCRAFT).....	5,000
DRONES.....	30,000

PILOTS MISSING IN N.R.H. AIRSPACE:

CPT. THOM WATERVLIET	15 DAYS
MAJ. ULLMAN FRANK	33 DAYS
2ND LT. MARTEL VRIES	107 DAYS
LT. COL. LEWIS MIKKEL	461 DAYS

FINAL COMMAND OF THE MASTER BRAIN:

LINE 1	P.A. 1201
LINE 2	P.A. 1202
LINE 3.....	P.A. 1201
[...]	
LINE 15406.....	P.A. 1202

ATOM BARONS OF SANTAGRIA (A.B.S.)

FIELD MANUAL NO. 100-4-8X
"KNIGHTS OF THE BLAST SHADOW"
 MILITIA - TANKSKNECHT - MISSILE JOUSTS

*...The flash at first had swallowed up the
 fishermen astray,
 And laid death second on those who had
 refuged far away,
 Worst were they who heard the siren call
 the saints to shelter:
 Bunkers became hecatombs amid the
 city's welter.
 Soon there came an ampler rain as roofs
 ejured their tiles,
 Striking down the few who'd weathered
 through that blasted mile.
 A sun to blot the moons, another seething
 symbol..."*

- Cantar de Rampo Guerrero, C. I.9-15

PERSONNEL (EST.):

- ACTIVE DUTY (NOBILITY) 30,000
- ACTIVE DUTY (YEOMAN) 180,000
- MILITIA (HIGHEST LEVY) 1,300,000

UPBRINGING OF A KNIGHT:

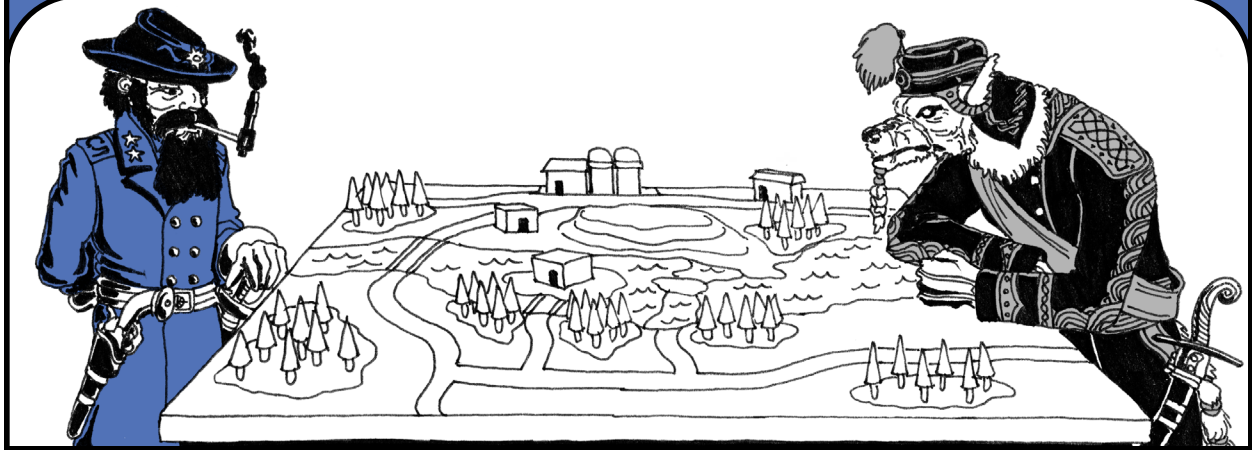
- SMALL ARMS TRAINING AGE 7
- FORWARD AIR CONTROL AGE 14
- PILOT & GUNNER'S SCHOOL AGE 16
- VIGIL & DUBBING CEREMONY AGE 21

**CASUS BELLI BETWEEN BARONS
 (RANKED BY POPULARITY):**

- ANCESTRAL LAND CLAIM 1
- FAMILY BLOOD VENDETTA 2
- INSULTED AT MEAL 3
- ENVIABLE TRADE ROUTE 4



A MAP READY FOR PLAY



SCENARIOS

A game's scenario should determine the objectives and victory or defeat conditions for each army involved. If the armies have specific or asymmetric point caps, deploy differently from one another, or benefit from preplaced emplacements, describe these in the scenario ahead of time.

Example objectives and optional scenario rules, useful as resources for creating scenarios, can be found in **APPENDICES H & I**.

EXAMPLE SCENARIOS

This manual provides example scenarios in **APPENDICES J** through **N**. We recommend starting with **J**. These scenarios are designed as tutorials for new players, but can also be used as bases for creating your own.

Each of the example scenarios specifies a premade map. These are available to print; alternately, they can be manually recreated on your table, or found in the TTS module.

CREATING A MAP

The game is best played with realistic, pre-placed terrain layouts (whether flat or fully modelled). At least a third or so of your map should be occluding or important terrain features: clumps of forest, villages, farmland, hills and so on. Don't rush the job. The terrain is what you're fighting over; make it look good.

Large swathes of terrain can be tactically interesting in their own right. Open ground offers long sightlines, while forests or dense towns offer concealment and cover. Make your map varied and interesting above all else.

Very large buildings should **always** be split into smaller segments—preferably about 80mm, or two infantry bases, and no wider.

If you have a local map, or software like Google Earth, a few kilometers of your locale could make for an interesting battlefield.

A full list of terrain types and structures for mapmaking can be found in **APPENDIX D**.

QUICK PLAY SCENARIO

If you have armies and a map, and want to get into the game immediately, use this:

DEPLOYMENT

Standard; any two opposing table edges.

OBJECTIVES

Place three objective tokens on interesting terrain roughly equidistant from the deployment edges. Objectives can be captured or contested by units within 6".

VICTORY CONDITIONS

Capture all three objectives for two consecutive rounds or have the most objectives captured at the end of the eighth round.

CHAPTER 4

PLAYING THE GAME

This chapter describes the structure of a game round and how it is played.

STARTING THE GAME

Before the first full round of the game, armies must **deploy** onto the field. To determine who starts the deployment, the players roll for **initiative** unless specified otherwise.

When rolling for initiative, each player rolls a single D6. Any players that get the same number must re-roll until their results are different. Whoever gets the highest roll wins.

If a game involves three or more players, initiative goes in descending order. If multiple players roll the same number, maintain the order of initiative based on the first set of rolls. Have players with the same number re-roll to determine initiative between themselves.

For example: if in a three-player game Player A rolls a 4, and Players B and C each roll 3, then Player A is guaranteed to go first. Players B and C should re-roll to see which of them goes second and third.

DEPLOYMENT

Deployment is how units enter play. Each army should have a **deployment edge** opposite to that of the enemy's. If the scenario doesn't specify deployment edges, the player that won initiative may choose his own.

Players take turns deploying units in initiative order. All units are deployed as blinds. Place the blind with its rear arc touching your deployment edge. It then takes a normal movement action (see **III. MANEUVER PHASE, p. 4-7** in this chapter). No command token is required for this; it cannot be a brigade move.

Units can sprint, road dash, and deploy while being towed, embarked, or desanting on a vehicle. Embarked or desanting infantry can disembark and move away from their carrier as a move of their own on a separate turn. All units must deploy unless stated otherwise.

Check LOS for spotting and identification (see **IV. IDENTIFICATION PHASE, p. 4-11**), then resolve any close combats (see **V. CLOSE COMBAT PHASE, p. 4-11**).

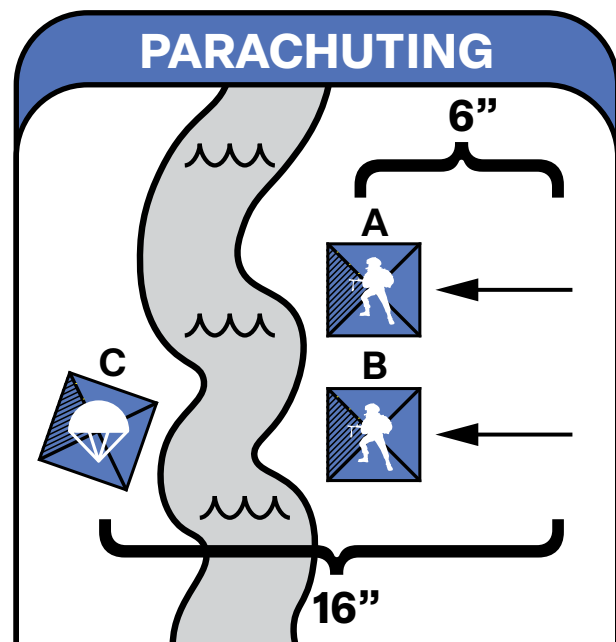
SPECIAL DEPLOYMENT & PARACHUTING

Sometimes, the scenario may call for unusual deployment. For example, a force may have a **deployment zone** instead of an edge, or they may deploy at once instead of alternately.

Units with the *Paradrop* special rule may either deploy normally or **parachute** onto the field. Parachuting blinds wait until all other blinds deploy, after which they deploy in turns.

Parachuting blinds can deploy anywhere on the board so long as it's not spotted by an enemy or within 8" of an enemy unit, enemy deployment zone or board edge, or an objective. They do not get a deployment move after they land. Parachuting vehicles cannot deploy with units towed, embarked, or desanting.

After deployment, parachuting units gain two pin for every non-parachuting enemy with Air or All-targeting weapons which can kill them in half range. This pin isn't lost in the first Support Phase (see **PIN EFFECTS, p. 4-4**).



Units A and B have deployed at the table edge and moved 6 inches toward a river. Later, Unit C parachutes 16" from the table edge without taking a subsequent move action, landing across the river.

After deploying, the first round begins. Roll initiative for the round before proceeding.

I. SUPPORT PHASE

i. Upkeep.

Remove a number of pin tokens from each unit (including off-map units like planes) equal to its Quality. Remove fire and command tokens from the previous round, but leave other tokens. Remove cleared emplacements.

If any units are inside a damaging *Lingering* radius, they are automatically hit. Roll to kill for each unit affected. Afterwards, roll 4+ to see if each *Lingering* radius persists.

ii. Resupply Ammo to friendly units.

iii. Generate command tokens & cards.

Collect a number of command tokens equal to the sum of the Command statistics of your living TACOMs. These are not saved between rounds: use them or lose them. Draw support cards. Keep the number of and type of your command and support cards secret.

iv. Declare called missions.

In order of initiative, each player either **passes** or spends a command token to **activate** a TACOM to call a mission. The called support card is placed face up next to the TACOM. If calling a plane, reveal the plane being called. TACOMs can only call one mission each.

v. Declare mission targets.

Take turns declaring targets, one mission at a time. Indicate the mission target by placing the face-up support card next to it.

TACOMs may either call a mission on a target or point on the ground in their own LOS, a unit with a **counterbattery token** (see **INDIRECT FIRE, p. 4-4**), or a **designator token** (see **APPENDIX B - Designator**). Missions by default cannot be called through *Smoke* or if the TACOM is in *Chemical Weapons*, although Planes and *Sensed* units can always be targeted.

Missions always follow through, even if the TACOM that called it subsequently dies. Missions follow targets after they move.

4-2 - PLAYING THE GAME

A player may **withdraw** a card instead of declaring a target. If a card targets a withdrawn card, it also immediately withdraws. The command token is not refunded.

vi. Declare close-in fire.

TACOMs which didn't activate *to call a mission* may now **activate** with a command token to select a friendly, non-plane, Air-targeting *Guided Missile* to fire a **close-in shot** at an incoming plane in the firer's range and LOS. Planes may only be targeted by one close-in at a time. Indicate firer with a face-down card.

On the player's *first turn* in the Fire Phase, the close-in firer *must* take a free, stationary fire action at the targeted plane, consuming that unit's fire action for the round.

vii. Remove counterbattery spotting tokens.

TACOMs which activated in the Support Phase cannot act in the Maneuver Phase unless the card they called was withdrawn.

SUPPORT MISSION TYPES

i. Plane mission

A plane called on a mission must follow a **strafing line**. The line originates from the point on the owning player's deployment edge (or the board edge closest to your deployment zone) which is closest to the calling TACOM. The line then crosses the center of the mission target's base (or targeted point of ground) and extends off the board. The plane is then placed at the line's point of origin facing its target.

A CAP plane may **intercept** a CAS or CAP plane, in which case the interceptor deploys at the opposite end of the intercepted plane's strafing line. If two CAP planes intercept each other, their shared strafing line is called between the two calling TACOMs. Interceptors can't target planes they can't kill. If a CAP plane is intercepted while trying to target another unit, the CAP is forced to target its interceptor until the interceptor leaves the map or is dead.

ii. Fire missions.

Allows any friendly *Light* or *Heavy Indirect* unit to target a unit or point of ground not in its own LOS (see **INDIRECT FIRE, p. 4-4**).

II. FIRE PHASE

Players take turns declaring **fire actions** until all decide to pass or run out of fire actions. If there are planes on the table, the phase does not end until they have all left. Fire actions do not cost command tokens. Units have one fire action each unless stated otherwise. To **declare a fire action**:

Choose a unit and select one weapon (and one shot type, if multiple) on its statline with which to fire. The target must be within range of the chosen weapon (measuring edge-to-edge) and in the firer's LOS (see **CHAPTER 5**). Weapons with an Ammo value must spend one Ammo to fire. Unless it has *Turret*, *Small Arm*, or *Door Gun*, a weapon may only fire in its front arc. To **resolve a fire action**:

i. Determine the target number for the to-hit roll.

If the target is spotted, choose either the moving or stationary Accuracy of the weapon, then add a +1 **half range modifier** if the target is within half range. Put a stationary fire token on the firer if it used its stationary Accuracy. If the firer was a blind, it identifies itself.

If the target is not spotted, the firer is forced to **blind-fire**. It must roll 6+ to hit regardless of its Accuracy. Remember that spotting is shared by all friendly units. Blind-fire can be moving or stationary, but it does not get any positive modifiers like half range.

Lastly, add any negative modifiers. The result is your target number to hit the enemy.

Always remember to check weapon special rules before rolling.

Planes may use their **evasion statistic** to impose a negative modifier on all attacks which land during the same resolution, even if they were made by different units (see **FIRE PHASE UNIT CLASS TRAITS, p. 4-6**).

ii. Roll to hit.

Roll a number of dice equal to the Dice statistic of the weapon being fired. Track each result separately. Any die that meets or beats the target number is a **hit**; otherwise, it is a **miss**. A to-hit number of A++ always hits regardless of modifiers and does not blind-fire, unless specified otherwise.

iii. Roll to kill.

Roll each die that hit again to see if the target is killed. Compare the weapon's Strength to the Toughness of the enemy's arc that the firer is facing. If the attack is within half range, use the weapon's **half range Strength**. A roll of 7+ or 1+ automatically fails or succeeds, respectively.

<i>Weapon's S vs. target's arc's T:</i>	<i>To-kill</i>
Strength 1/4 or less than Toughness	7+
Strength 1/2 or less than Toughness	6+
Strength less than Toughness	5+
Strength equal to Toughness	4+
Strength more than Toughness	3+
Strength 2x or more than Toughness	2+
Strength 4x or more than Toughness	1+
Strength 8x or more than Toughness	++

A value of "1+" or "1-" for Strength or Toughness is equal to 1, but superior or inferior to 1 (respectively) when directly opposed to 1. For example, S1+ vs T1 is a 3+ kill roll.

Some *Indirect* weapons have Strength values of S[D3] or S[D6]. This indicates that the attack's Strength is rolled per individual hit.

If the target is in terrain with a Cover Modifier (see **CHAPTER 5 - TERRAIN STATISTICS, p. 5-1**), apply the Cover Modifier as a negative modifier to the roll result.

A to-kill number of "++" means that a hit inflicts two automatic kills, not one. If the to-kill number was *not* 7+, a result of 6 *always* kills, regardless of cover. See **APPENDIX F**.

iv. Apply pin tokens.

Put one **pin token** on the target for every die that missed, and three pin tokens for every die that hit or failed to confirm. A unit cannot hold more than six pin tokens at once. Weapons with no Strength do not apply pin.

If the weapon's kill roll is 7+, it cannot increase the target's pin higher than a total of two tokens. If a weapon in a simultaneous attack has 7+ to kill, its pin is applied last.

PIN EFFECTS

Infantry lose 1" of movement per each pin token. All unit classes suffer -1 Accuracy to all weapons per each two pin tokens. Vehicle and aircraft movement is unaffected by pin.

At **max pin**, units don't share their spotting with allies, some weapons cannot be fired, and planes can't use their Evasion.

Normally, a fire action is declared and immediately resolved in the same turn, but certain special rules alter the course of fire action resolution. The following sections make frequent reference to rules in **APPENDIX B**.

RADIUS

Radius attacks are always ground-targeting. When a *Radius* attack is resolved, place or measure a radius of the correct size at the point of impact, then see how many units have their base centers inside it. Those units can be hit by the attack in the arc facing the attacker.

Radius attacks can overlap terrain types and hit units that are garrisoned inside of buildings, as well as those which are on open ground (see **CHAPTER 5 - STRUCTURE STATISTICS, p. 5-3**). Each unit hit gets a Cover Modifier appropriate to its current terrain.

GUIDED MISSILES

Guided Missiles, such as MANPADS and ATGMs, are precision-guided weapons which can take a relatively long time to reach their target. This weapon type has a number indicating its **time-to-target** from launch to impact.

When a *Guided Missile* attack is declared, a number of **time-to-target tokens** equal to that number are placed on the target, then removed on every subsequent *turn* (not round!) of the player who declared the attack. When all tokens are gone, the attack resolves.

Pin accumulated after the attack was declared reduces Accuracy when it resolves. It automatically misses if the firer dies.

Guided Missiles do not get a half range modifier to Accuracy, but attacking a target in half range reduces time-to-target by one.

INDIRECT FIRE

Weapons with the *Indirect* trait are classified as either *Light* or *Heavy*. *Indirect* weapons don't get half range modifiers and have a time-to-target, much like guided missiles. However, indirect time-to-target does not go down by one within half range. Like missiles, attacks automatically miss if the firer dies before they land. When firing on a spotted target, i.e. not blind-firing, a roll result of 6 counts as having *Rear Attack*.

Indirect weapons may declare **standard fire**, where the firer targets a unit or point of ground that is within its own LOS, or **indirect fire**, which targets an enemy unit or point of ground within a friendly unit's LOS or spotting (including those *not* within the firer's own LOS) or with a **counterbattery token**.

When a fire mission is called in the Support Phase (see **SUPPORT MISSION TYPES, p. 4-2**), the target of the attack is chosen and the mission card played. A *Light* or *Heavy Indirect* unit may then declare an attack on that target in the Fire Phase if it is within range, at which point time-to-target tokens are placed. Any number of friendly *Indirect* weapons may attack the same fire mission target.

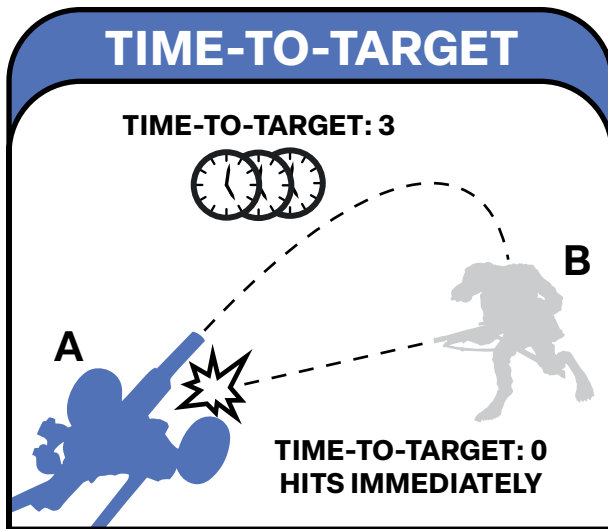
i. *Light Indirect*

Light Indirect can declare either standard fire or indirect fire, and may respond to a TACOM's fire mission, but do not require it in order to indirect fire. *Light Indirect* attacks do not cause the firer to identify itself.

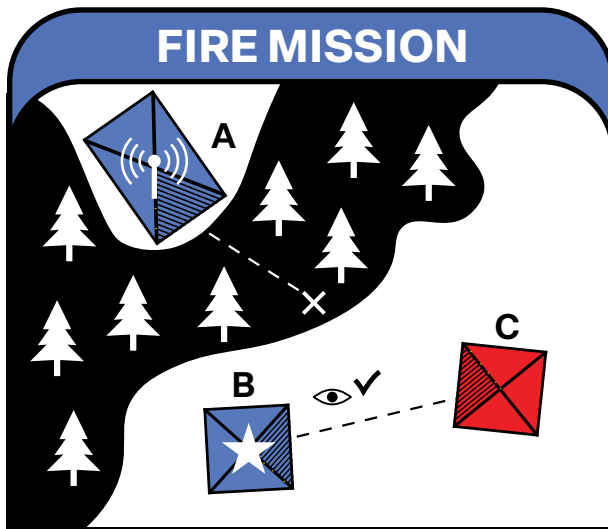
ii. *Heavy Indirect*

Heavy Indirect weapons can declare standard fire as normal, but they may only declare indirect fire if they are responding to a TACOM's fire mission. Due to obstruction, they *cannot* fire if concealed. Heavy indirect weapons identify themselves when they fire.

When a stationary *Heavy Indirect* attack is declared, the firer is identified and spotted with a **counterbattery token**. This token causes the unit to become spotted to all enemies, even if none can draw LOS to it. The token is removed at the end of the Support Phase.



Unit A fires first, declaring an indirect attack with a time-to-target of 3. Unit B fires second, using a direct fire weapon with no time-to-target. Unit B gets a chance to shoot back before Unit A's attack lands. If it survived, Unit A's attack will resolve on the third of its player's turns after it fired.



Unit A is a Heavy Indirect weapon with no LOS to Unit C. Unit B, a TACOM, does have LOS to Unit C. Unit B, in the Support Phase, calls a fire mission that targets Unit C. In the Fire Phase, Unit A may respond to that fire mission to fire on Unit C.

FIRE PHASE TURN SEQUENCING

In each Fire Phase turn, the effects of various time-to-target weapons and ongoing plane missions are resolved, and a new fire action may be declared. All turn actions follow a sequence:

i. Remove time-to-target tokens.

Remove one time-to-target token from each enemy or point of ground on the board that you prior targeted with a time-to-target weapon. Only remove your own time-to-target tokens, not those from the enemy's weapons.

Time-to-target weapons don't lose a token on the same turn they were fired.

ii. Resolve any time-to-target attacks that landed.

If one of your time-to-target weapons removed all of its tokens on an enemy, resolve the attack on that enemy. This is additional to the "main" fire action of that turn. If multiple such weapons simultaneously reach zero, roll all attacks at once in a single resolution.

If there are any time-to-target tokens left when Fire Phase ends, remove all tokens and resolve the attacks in firing order.

iii. Move planes.

All of your planes on missions must move a distance equal to their full Movement statistic forward along their strafing lines. They may only deviate from their strafing line to avoid overlapping another unit's base. This movement does not cost a command token.

Once per round, a plane may choose to **wave off** by turning 180 degrees rather than moving forward. The plane will then proceed in the opposite direction on its next turn. Planes which wave off lose their mission target. Planes may only wave off once; a waving plane which joins a dogfight is immediately killed.

If a plane enters basal contact with its target, it may halt mid-movement to do a **dive**. A plane which dives must then overshoot the target along its strafing line on the following turn unless it has the *Loiter* special rule.

If the target moves before the plane's mission is over, the plane adjusts its strafing line to follow the target and may still fire at it.

If a plane's movement takes it off the edge of the map, remove it. Its support card returns to the owning player's hand.

If a plane's movement causes basal contact with an enemy plane's base, the planes immediately enter a **dogfight**.

iv. *Resolve dogfights.*

See **DOGFIGHTS, p. 4-12.**

v. *Declare free attacks.*

All units which get “free” fire activations may act. This happens *in addition* to the main fire action. Free attacks still consume that unit’s fire action for the round. Diving planes *may* take a free attack on their mission target on *any* of your turns, but close-in firers *must* make a stationary attack on your *first*.

vi. *Declare a main fire action or pass.*

Select any on-map unit (including planes not currently diving) and declare a fire action as normal. You can also choose to **pass**, ending your turn without firing. Apply time-to-target tokens for later resolution if the weapon fired was a *Guided Missile* or *Indirect*.

FIRE PHASE UNIT CLASS TRAITS

i. *Infantry*

When infantry fire stationary, they may choose to **go to ground** if their current terrain does not provide cover. Units with a **gone to ground token** cannot take move actions, but receive a -1 Cover Modifier if their current terrain does not give one. If that unit fires moving in a subsequent turn, the token is lost. Units may also activate in the Fire Phase without shooting to gain or lose a gone to ground token at will.

A squad can survive one kill result. It receives a **depletion token**, receives three pin, and counts as a team thereafter.

A squad which suffers a kill from an attack with a to-kill number of ++ (i.e. Strength 8 times or greater than Toughness) is overkilled immediately, without depleting first.

ii. *Vehicles*

If a vehicle with desanting infantry on it is hit, the infantry are also hit by the weapon, even if it can’t normally target infantry. They gain pin from misses and hits as appropriate. If a vehicle with embarked infantry is killed, all embarked infantry also suffer a kill and take three pin. They do not otherwise gain pin.

When vehicles fire, they temporarily lose the benefit of ambush for the rest of that Fire Phase (i.e. they can be spotted from further than 6” away.) However, they still benefit from Cover Modifier. (see **CHAPTER 5 - CONCEALMENT & AMBUSHES, p. 5-2**).

iii. *Airborne units*

Aircraft and vehicles being towed by aircraft cannot be hit by ground-targeting attacks (including those with *Radius*) while airborne. Any units embarked on or towed by an airborne unit that are killed are also fully killed (not depleted). Aircraft interact with terrain, spotting, and LOS differently from ground units (see **CHAPTER 5 - AIRCRAFT, p. 5-4**)

When landed, helicopters count as both vehicles and aircraft for targeting purposes, and they cannot fire their weapons except for those with the *Door Gun* special rule. If they fire landed, they lose ambush.

By default, ground units at any range must **confirm** their hits against airborne units at their original target number. Failed confirms apply three pin. *Guided Missiles* and *Anti-Air* weapons do not need to confirm within specified ranges (see **APPENDIX B**).

Planes may only be targeted by other planes, eligible *Guided Missiles*, or weapons with *Anti-Air*. Planes are always spotted. Fire against them is thus never blind.

Planes do not benefit from half range Strength or half range Accuracy modifiers, but neither do any units targeting them. *Guided Missiles* still reduce time-to-target by one.

Before hits are rolled, a plane may choose to apply up to the value of its Evasion statistic as a negative modifier to all attacks being resolved against it at the same time. In exchange, the plane receives an equivalent amount of pin; a plane may not evade if it would exceed max pin as a result.

A plane may either fire *any* of its weapons at its mission target or, if not diving, fire a *Guided Missile* at an enemy plane.

iv. *TACOMs*

TACOMs which called missions previously may still fire at stationary Accuracy.

FIRING FROM VEHICLES

Infantry embarked in *PC* vehicles (see **APPENDIX A**) can fire *Small Arms* (see **APPENDIX B**). They may fire at stationary Accuracy without forcing their carrier (or themselves) to lose their move action. Carriers can fire normally while carrying embarked infantry.

Both embarking and desanting infantry may participate in close combat (see **V. CLOSE COMBAT PHASE**, p. 4-11), but can't encircle.

Desanting infantry may fire all of their weapons in any arc, but only at moving Accuracy (except in close combat). A vehicle with desanting infantry cannot fire any of its weapons, nor can any embarked infantry within.

If embarked or desanting infantry blinds fire their weapons, it causes the carrier to be identified along with the unit itself.

Embarked infantry units use the pin of their carrier for the purposes of firing, while desanting infantry use their own pin.

HUSKS & CORPSES

When a vehicle or aircraft is killed, it is replaced with a wrecked **husk** of the same dimensions. A unit may not end its movement with its center inside of a husk.

When a vehicle with infantry is killed, any survivors must be placed in somewhere in basal contact or overlapping with their former carrier's husk.

When an infantry unit is killed, it is removed and replaced with a 40mm x 40mm **corpse**. This is purely cosmetic unless there are luparic combatants (see *Bloodlust* in **FM 100-2-8X**). Units may overlap their base with corpses. Embarked units don't create corpses.

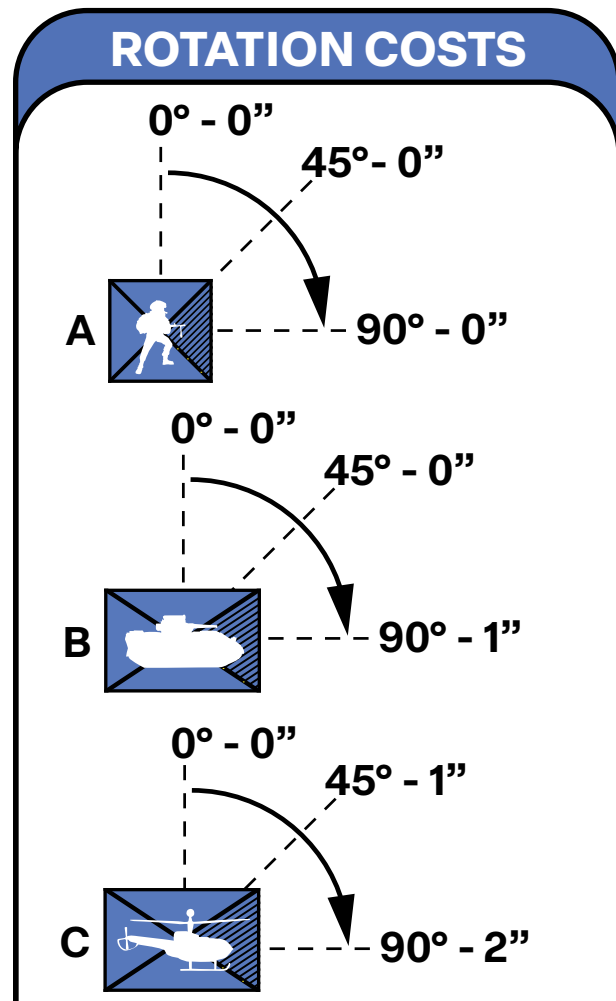
III. MANEUVER PHASE

Players take turns having their units take **move actions** until all units that are eligible to move have done so, or both players have run out of command tokens. A command token may be spent to take a turn—either to **move** one unit or **pass** without moving. A player may declare he is **taking no more turns** to keep the size of his pool secret. Units only move once.

Units that fired at stationary Accuracy, or have 0" of Movement (due to pin or other effects) cannot act in the Maneuver Phase.

MOVING & ROTATING

When moving a unit, move it up to its Movement statistic in inches, directly forwards or backwards. Reversing costs 2" of Movement per every 1" reversed. At any point during a move action, a unit may also **rotate**. Infantry rotate for free. Vehicles pay 1" for each full 90 degrees of rotation they make over the course of a move. Helicopters pay 1" for each full 45 degrees of rotation.



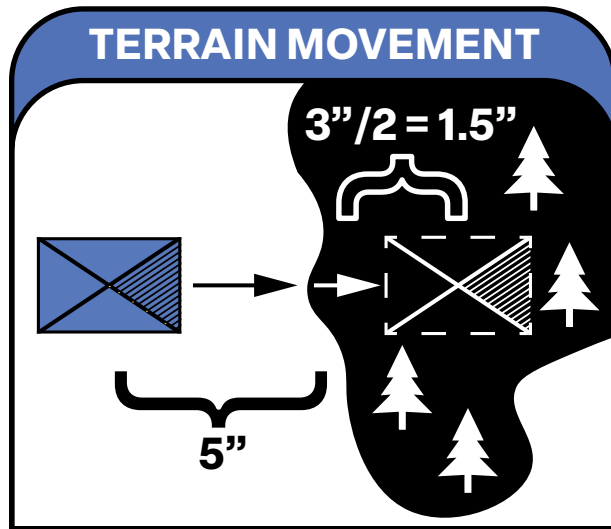
Remember that the cost of a turn is cumulative. If a unit rotates 90 degrees or more over the course of a move, it must pay inches of movement, even if each individual turn (e.g. a series of gentle turns) was less than 90 degrees.

COMPLEX MOVEMENT

When making a move action which involves turns, or crosses over multiple terrain types, it is advisable to measure movement in whole numbers as much as possible. A little rounding is fine. Keep in mind the terrain's movement multiplier and its entrance & exit costs, if it has either of these.

A unit is considered to be in whatever terrain its exact center is. When measuring a move action that crosses two terrain types (for instance, moving from plains into a forest), you will have to take the different traits of that terrain into account.

Measure a segment along the first terrain type until the center of the unit base is resting on the border between those two terrains, then measure the second segment, applying movement multipliers as appropriate.



Unit A, a vehicle with an 8" Movement statistic, is moving in a straight line. For the first 5" of its move, it crosses plains. It has 3" of movement remaining, but the terrain ahead of it is forest, which has a movement multiplier of 1/2. It may only move 1.5" into the forest before its move ends.

Unit rotation and terrain entry/exit costs are never modified by terrain multipliers. Turning 90 degrees or paying 1" to enter dead ground always costs exactly 1" of movement, regardless of whether the unit is on a road or in woods.

Friendly units may move through each other (and through husks), but *not* through enemies. No unit can end its move with its base overlapping that of another unit.

For a full explanation of terrain rules as they apply to movement, see **CHAPTER 5**.

MANEUVER PHASE UNIT CLASS TRAITS

i. Infantry

If it did not act in the Fire Phase, an infantry unit may **sprint**, adding 1/2 of its Quality stat (rounded down) in inches to its Movement.

Infantry units can **clear** an emplacement by ending movement in basal contact with it. The emplacement is removed during the next Upkeep. Infantry may avoid triggering traps by moving 2" or less while in their *Radius*.

ii. Vehicles

If a wheeled vehicle begins and ends its movement on road, it may **road dash**, adding its Quality statistic to its base Movement. Add Quality before applying a multiplier.

Wheeled vehicles must pay an *additional* 1" whenever they enter occluding terrain, even if that terrain does not innately have an Entrance/Exit cost, unless otherwise noted.

Carriages ignore terrain multipliers and may sprint and rotate for free, like infantry.

iii. Aircraft

When helicopters move, they pass over any terrain in their way. They may **take off** at the beginning of their move action or **land** at the end of it, but they may not do both in the same turn. Both actions cost 4" of Movement. Clearly indicate whether a helicopter is currently landed or airborne with a double-sided **helicopter token**.

Helicopters may not land on buildings, or inside of any terrain with an Occlusion Height, unless otherwise stated. They do not benefit from LOS occlusion while airborne, and they do not use the Cover Modifier of their current terrain.

See **CHAPTER 5 - AIRCRAFT, p. 5-4** for a full explanation of how aircraft interact with terrain.

iv. TACOMs

TACOMs which activated in the Support Phase cannot activate in the Maneuver Phase.

The following sections make frequent references to special rules in **APPENDIX A**.

TOWING UNITS

A unit with the *Tow* (X) special rule can move a friendly vehicle with a highest arc toughness of X or less using its own Movement statistic by **towing** it. The towing unit must be in full basal contact along its rear with the front or rear of the unit it is towing. A unit being towed, if it has *Tow* (X), can tow another unit itself, creating a **tow chain** (see **APPENDIX A**).

Towing units can choose to **hitch** one vehicle in full basal contact with its rear arc at the beginning or end of a move action. It may then **unhitch** that unit at the end of a subsequent move action. Both hitching and unhitching do not cost any inches of Movement.

Towing units may rotate less than 45 degrees for free. For every full 45 degree increment rotated, they pay 1" of movement per towed unit. When a tower finishes moving, the towed unit must be in valid position, i.e. it can't overlap impassable terrain, other units, etc.

Towing units can fire all of their weapons normally, but units that are being towed cannot take fire actions.

EMBARKING & DESANTING

To **embark** a vehicle, an infantry unit must move into full basal contact with it (along any arc), then declare embarkation. Temporarily remove the infantry from the table.

Vehicles with the *PC* (X, Arc) special rule, i.e. **personnel carriers**, can accept infantry embarkation. A PC can carry X infantry teams. Squads count as two teams.

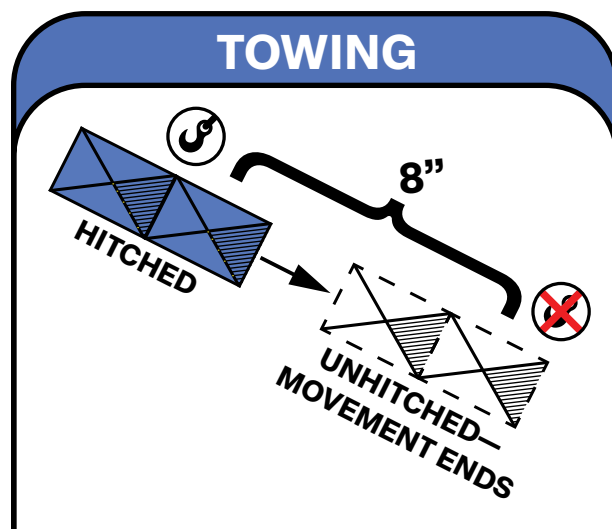
To disembark, place the infantry unit in full basal contact with the arc listed in its *PC* special rule. The infantry then move as normal.

Desanting, where an infantry unit rides on the outside of a vehicle, is declared similarly. Desant prevents the vehicle (and embarked infantry) from using any of its weapons. Desanting units may exit from any arc. Every vehicle by default counts as having *PC* (2, Any) for carrying desanting infantry in addition to any actual *PC* capacity the vehicle has. Vehicles with desanting units gain a **desanting token**.

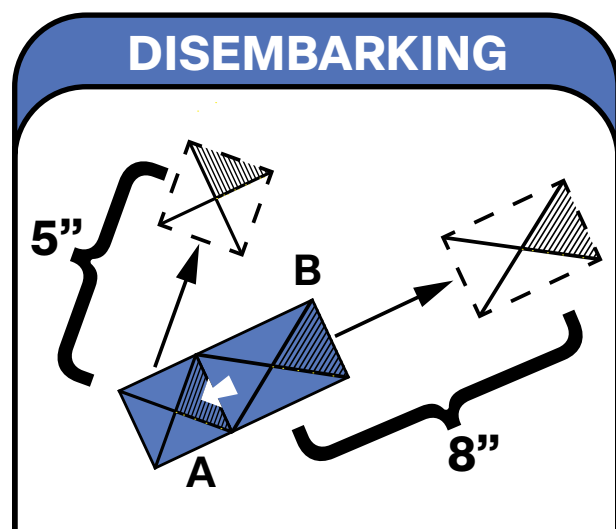
PC aircraft must first land to embark or disembark troops. They cannot carry desants.

Embarking and disembarking are part of an infantry unit's move action, so doing either costs a command token. Their carrier moving doesn't count as them moving.

A unit may not embark or desant on a vehicle and then disembark in the same round.



Unit A starts in back-to-front basal contact with Unit B. Unit A previously hitched Unit B. It moves 8", then unhitches, thus ending its turn.



Unit A disembarks from Unit B's rear and immediately sprints 5" as part of the same action. Unit B, which has not moved yet, separately moves 8".

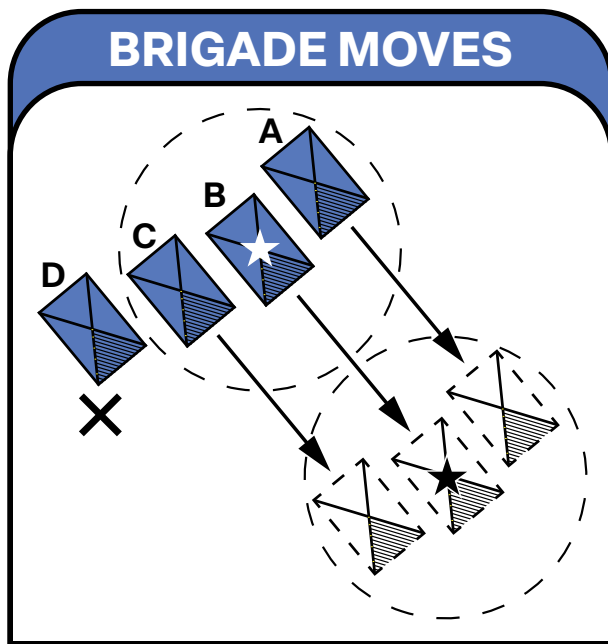
BRIGADE MOVES

Units with the *Brigade (X, Y)* special rule may declare a **brigade move**. A brigade move costs a command token and consumes the **brigadier's** turn like a normal move action; the brigadier must be indicated. TACOMs which activated in Support Phase can't brigade.

Select up to *X* friendly units within a *Y*" radius of the TACOM. In *addition* to a regular move action on the TACOM's part, those friendly units can also all be moved in the *same* turn.

Units participating in a brigade move make their moves according to normal movement rules. They must end their movement within *Y*" of the TACOM. If a unit cannot end its move within *Y*", it cannot participate in the brigade. All actions that can be taken during a normal move (embarking, disembarking, etc.) can be taken while joining a brigade move.

Brigade moves only ever cost one command token. Units that moved as part of a brigade cannot move again in that Maneuver Phase; they just did their movement for the phase. Units that fired stationary cannot start or participate in a brigade move.



Unit B declares a brigade move targeting Units A and C. All of them simultaneously move on Unit B's turn, and must end their move within Unit B's radius. Unit D is too far away to participate.

TRIGGERING A TRAP

Traps are always triggered by a unit (targetable by its weapon) entering the trap's *Radius* or making basal contact with the trap.

The target's movement immediately stops, and the attack is resolved like a normal fire action against the target. If the target survives, it may resume its movement afterwards as a part of the same move action.

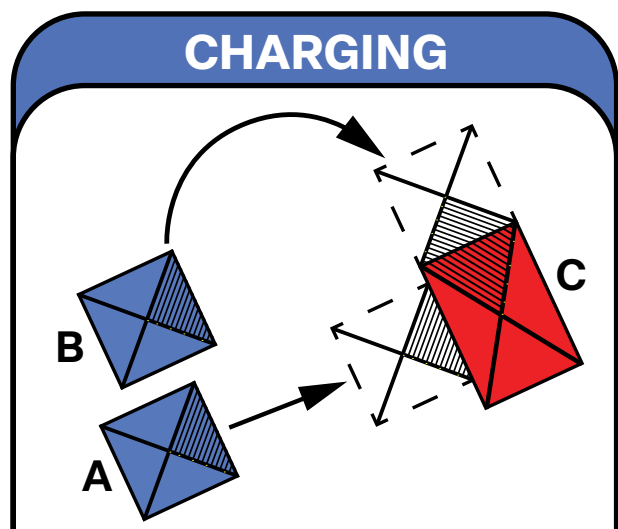
Infantry can avoid triggering traps by moving a total of 2" or less.

CHARGING

When a unit moves into basal contact with an enemy, it **charges** into close combat (see **V. CLOSE COMBAT PHASE, p. 4-11**). Close combat is mandatory. Units in close combat may not move until it has concluded. Units *cannot* charge targets that they cannot kill.

A unit can only charge the arc of an enemy that it is facing, unless that arc is already occupied. Once contact is achieved, wheel the charging unit to maximize contact between the charger's arc and the target's arc, even if the charger has no movement left.

Airborne units cannot charge ground units (and vice versa). Carriers may charge a target they can't kill if their embarked or de-santing infantry can.



Unit A and Unit B charge Unit C on separate turns, wheeling to maximize contact. Because Unit A already occupies Unit C's side arc, Unit B can choose an adjacent arc to charge.

CHECKING SPOTTING

You cannot check spotting in the middle of a move action—only after the move action ends. Units cannot spot or be spotted crossing open terrain if they end in concealment.

IV. IDENTIFICATION PHASE

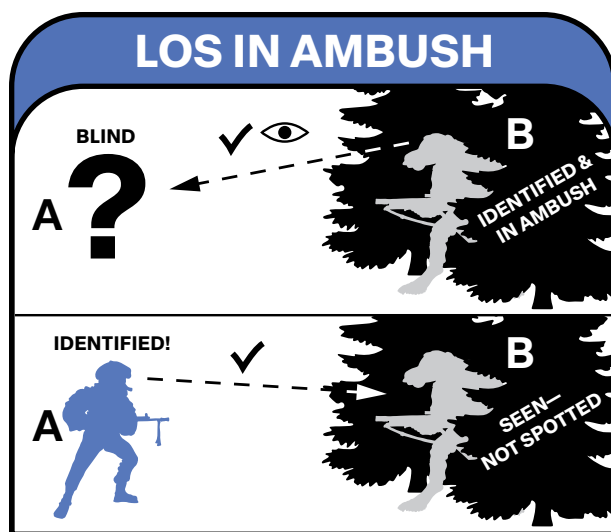
While spotting (and thus identification) can happen after any move action, this phase serves as a “formal” look over the board to ensure nothing is missed.

Remember: to spot a blind, it must be within the spotting distance of your unit, and it cannot be concealed by terrain effects (see **CHAPTER 5**). If circumstances permit, blinds can simultaneously identify one another.

Once identified, a unit stays identified for the remainder of the game. It will never become a blind again, even if no enemy can currently spot it. If a dummy is spotted, it’s immediately removed from play. Remember, spotting and identification are different things.

Blinds can choose to deliberately *not* spot an enemy. This is useful for disguising its true unit type, or when your list has dummies.

Embarked units are not identified with their carrier. Desanting units *are*. You needn’t indicate that a carrier has embarked units, unlike those carrying desanting infantry.



Unit A is a blind. Unit B was prior identified, but is now in ambush at the edge of a forest and not spotted by any unit. Unit B spots Unit A, identifying it. Unit A is not close enough to spot Unit B.

V. CLOSE COMBAT PHASE

Opposing units which end up in basal contact enter **close combat**: lethal close-quarters battle at under 50 meters. A unit starts close combat by **charging** into basal contact with a stationary **defender**. Close combat is resolved in repeating rounds with these rules:

Unoccluded Direct Fire: Fire between units in close combat is akin to a normal fire action, with spotting and LOS to the target, in the arc of the enemy they are facing (*unless* encircling; see below). Units may target any enemy in basal contact. All units are immediately identified.

CQB: All attacks are at stationary accuracy, even if the unit charged. Attacks use half range Strength and the half range Accuracy modifier. No benefits from Cover Modifiers! The to-hit target number will *always* be at least 6+.

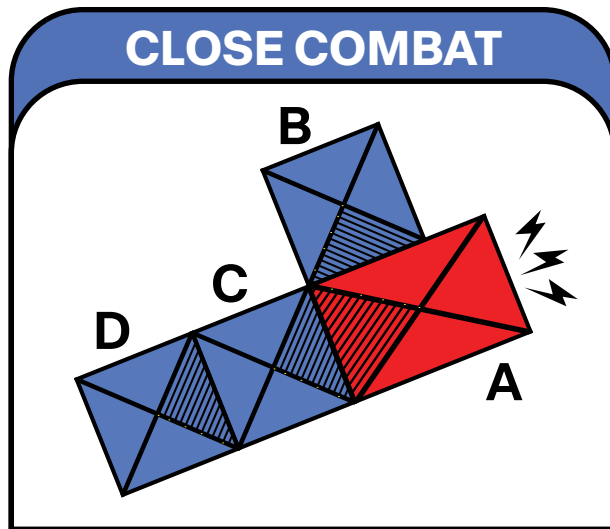
Simultaneous Turns: Attacks are resolved *simultaneously*. No units are removed or affected as a result of a close combat round until the last unit attacks. They can mutually kill.

Obligated Combatants: Embarked and desanting units are considered to be in close combat if their carrier is, even if the carrier is destroyed. They cannot exit their vehicle until close combat ends. They are considered to have charged if their carrier did. Units in a tow chain are all considered to be in the same close combat. If the carrier dies, surviving embarked units are considered to be fighting at the position of the former carrier until overrun.

Encirclement: Infantry in close combat with an enemy vehicle are considered to be **encircling** the vehicle, allowing all attacks to target the vehicle’s lowest-Toughness arc regardless of the vehicle’s actual facing. Friendly infantry in basal contact with a vehicle in close combat or the enemy infantry unit will **screen** it from encirclement. Desanting infantry can screen; embarked cannot. Neither may encircle. Units not in close combat can still screen.

Airborne CC: Must be landed in order to enter close combat with ground units. If airborne, may only enter close combat with helicopters.

No Pin: Pin cannot be gained, but may be lost.



Units A, B, and C are in close combat. Unit A is a vehicle, with no friendly infantry in basal contact. Units B and C are encircling it. Unit D, which is not in contact with Unit A, is not in close combat.

FALLING BACK

A unit may **fall back** at the beginning of a close combat round instead of firing. If it survives, it reverses directly away from the engagement (i.e. a half-move), unaffected by pin.

If a unit in close combat has no chance to kill any enemy with which it is engaged, it must fall back. If it cannot move backwards or falls back into basal contact with an enemy, it is automatically killed.

REFORMING

A unit may **reform** instead of firing in a close combat round. When reforming, it may turn either 90 or 180 degrees. Units which are hitched or towing can't reform.

WINNING IN CLOSE COMBAT

Close combat rounds proceed repeatedly, over and over, until all combatants of one side have either died or fallen back. The winning side performs an **overrun move**. The winners may instantly make a 2" movement (unaffected by pin or terrain modifiers) according to standard rules.

Overruns can allow a unit to charge into an ongoing close combat engagement or result in a separate close combat, but a unit which charges during an overrun incurs two pin.

4-12 - PLAYING THE GAME

Embarked and desanting units may leave their carrier as part of an overrun if there is room within 2" of the close combat.

To find rules for overrunning into buildings, see **CHAPTER 5 - STRUCTURES**.

DOGFIGHTS

A dogfight is a modified form of close combat which occurs between planes during the Fire Phase. When a dogfight ends, the winning side simply continues along its strafing lines. Planes may enter consecutive dogfights for no extra pin.

Guided Missiles fired by the participants at each other land and apply pin *before* the first round. Missiles fired *during* a dogfight land immediately and apply no pin.

Plane initiative is rolled at the top of every round of a dogfight to determine which plane resolves its attacks first (or simultaneously in a tie). Each plane rolls a D3. CAP planes gain a +3 to initiative.

Planes in a dogfight can't apply negative modifiers to attacks, but they *can* use Evasion against enemies before initiative is rolled. The evading plane gains one pin per point of Evasion used in exchange for +1 to initiative.

Planes may fall back from a dogfight, resulting in a wave off.

VI. OBJECTIVE PHASE

Before the round ends, take stock of the objectives held by each player. While the definition of an objective can vary by scenario, by default (see **CHAPTER 3 - QUICK PLAY SCENARIO, p. 3-4**) they are generically defined as tokens marking areas of interest on the map.

Infantry units within 6" of an objective may **capture** it. If opposing infantry or vehicles are within 6" of an objective, it is instead **contested**, and counts toward neither side. Vehicles may contest objectives, but not capture them. Aircraft can neither contest nor capture.

Scenarios that span a limited number of game rounds can end in a **draw**, if neither side has achieved the scenario's victory conditions.

ENDING A ROUND

After the Objective Phase ends, the next round immediately begins.

CHAPTER 5 TERRAIN & HEIGHT

This chapter describes important mechanics relating to terrain and unit height.

MAP TYPES

Maps in Firelock 198X may either have **modeled terrain** or be totally **flat**. The former uses models as standing map decorations. The latter is anything that can be drawn or stacked onto a flat surface: felt, cardboard, dry erase boards, or transparent plastic. Flat medium also applies to digital terrain in TTS.

The rules and style guide in the following sections are made with flat maps in mind. Modeled terrain plays mostly the same way; see **MODELED TERRAIN, p. 5-6**.

TERRAIN STATISTICS

FOREST TERRAIN TYPE
Occlusion Height: 2
Cover Modifier: -1 Inf / -1 Vec
Entrance & Exit Cost: 0" Inf / 0" Vec
Vehicle Multiplier: ½

Occlusion Height: Terrain with Occlusion Height breaks the LOS of any unit with a Height statistic equal to (or less than) the terrain's Height. For example, an Occlusion Height 2 forest blocks the LOS of Height 1 and 2 units.

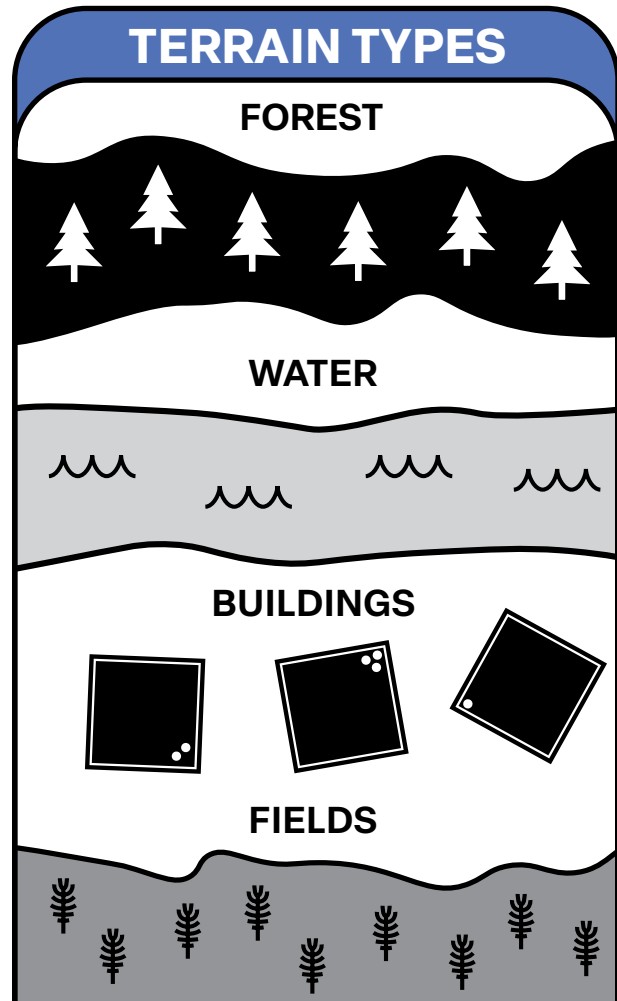
Cover Modifier: Cover Modifiers are expressed as two values: one for infantry and one for vehicles, respectively. Kill rolls against units in cover-offering terrain suffer a negative modifier equal to the value of the Cover Modifier, thus improving the target's chance of survival. For example, a unit in forest with a Cover Modifier of -1, hit by a weapon with a to-kill number of 2+, will survive on a roll result of 1 or 2, as a roll of 2 will be reduced to 1 by the modifier. Cover Modifier affects ++ kill rolls as if they were 1+, so a target with -1 modifier will not be killed on a roll result of 1. If hit, the target will suffer two kills regardless of special rules as normal.

If the to-kill number was *not* 7+, a result of 6 *always* kills, regardless of any Cover Modifiers.

Entrance & Exit Cost: These movement costs represent difficulty of entry or exit into the terrain—two values, in inches, for infantry and vehicles respectively. Wheeled vehicles pay an *additional* 1" to enter and exit terrain.

Vehicle Multiplier: For each inch of movement a vehicle pays to move on this terrain, it moves a distance equal to its Vehicle Multiplier in inches. For example, vehicles move at half speed in forests (whose multiplier is 1/2).

A full list of standard terrain types and their statistics is given in **APPENDIX D**.



CONCEALMENT & AMBUSHES

Units whose bases are fully inside occluding terrain are in **concealment**. LOS cannot be drawn to or from a concealed unit; thus, they can't normally be spotted.

If a unit's center is in occluding terrain, but it has at least one of its arcs fully exposed to the outside, it is **in ambush**. LOS may be drawn to and from the exposed parts of the ambusher's arcs for the purposes of spotting and firing. Units in ambush can only be spotted by enemy units if they are 6" away or closer. An ambushing unit may spot outerlying enemies as usual.

A unit may end up in a position where it is mostly concealed, but a small part of its base is exposed. If the unit does not have one full arc exposed from its current terrain, that unit is **out of position**. It is treated as if it was in ambush, but cannot draw its own LOS from the exposed parts of its base.

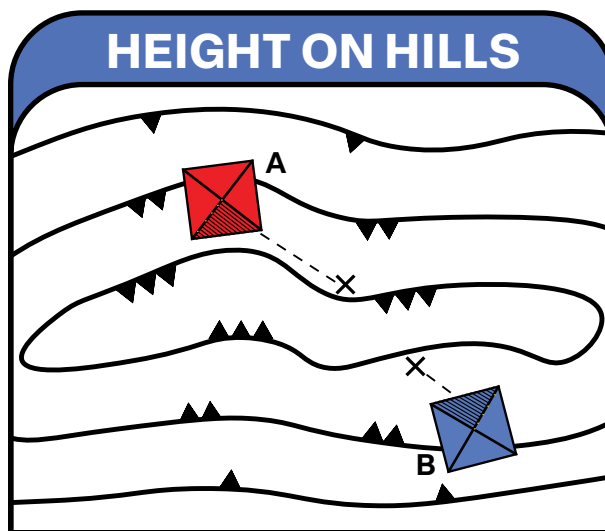
HILLS

Areas on the table may be elevated to form **hills**. Hills increase the Height statistic of the things that stand on them, in addition to the normal effects of the terrain on them.

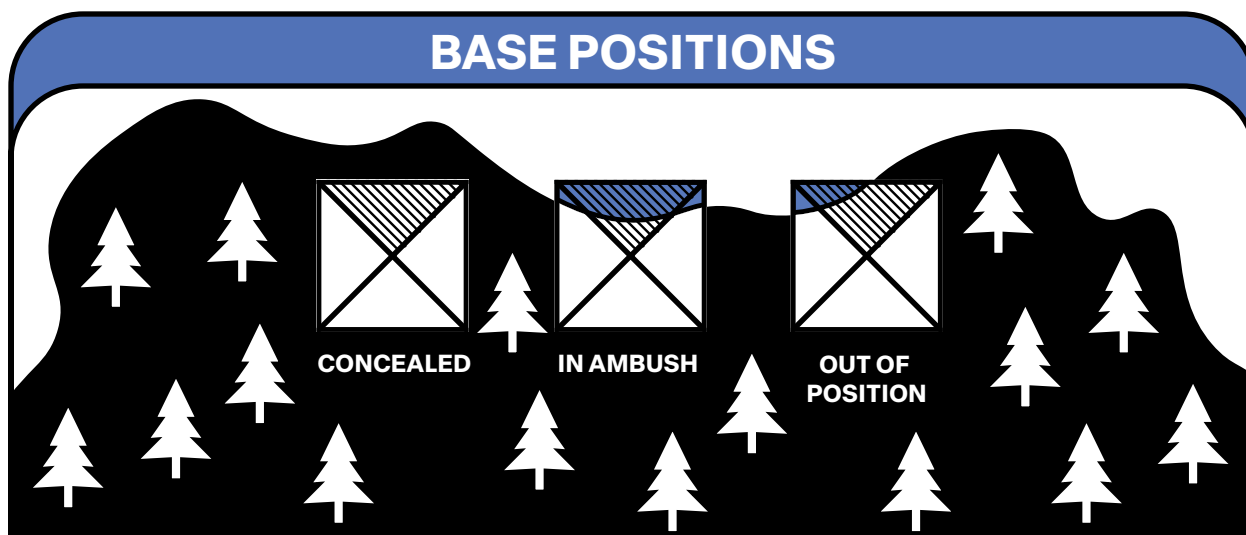
Hills on flat maps are indicated by **contour lines**, representing steps in height. Indicate the height on each line via groups of triangles on the inside edge of each contour line. These triangles point towards the hilltop.

The more triangles, the taller the hill. Each triangle means an increment of 1 additional Height for any unit or terrain placed on the hill. The number of triangles on a counterline denotes the total amount of Height a unit gets by standing inside that line's boundary.

Contour lines that are as tall as or taller than a unit break LOS to it through themselves, akin to occluding terrain—even if the terrain on the hill is not occluding in and of itself.



Units A and B are both Height 1 infantry. They stand on opposite slopes of a hill. They both stand inside a Height 2 contour line on that hill, increasing both their effective Heights to 3. Their LOS is mutually broken by the hilltop, which is a Height 3 contour line (indicated by three triangles).



STRUCTURES

Structures are artificial terrain like buildings or bunkers. They are isolated features with limited occupancy, unlike most terrain.

Structures obey the following rules:

Vehicle Inaccessible: Structures are only accessible to infantry units. Vehicles and aircraft are never considered to be in the structure.

Garrisoning: When infantry enter a structure, they are placed inside and said to be **garrisoned**. Up to three infantry units (either squads or teams) can be garrisoned in an individual structure at any time. Garrisoned infantry units are considered to be in ambush.

Entrance & Exit: Structures have an Entrance & Exit cost of 1". Moving between adjacent buildings costs 2" of movement. Units cannot move through a structure without first entering it. They may enter and exit from any point in full basal contact with the structure.

Base Replacement: When drawing LOS, the structure is considered to be the base of all units which are garrisoned inside of it—they must draw LOS out from any point on the structure's border and use the structure's Height instead of their own. All parts of the building are considered to be a garrisoned unit's front for non-radius attacks. The exact placement of units inside of a structure is irrelevant for firing and LOS, except for measuring radii, in which case any garrisoned units within radii are hit, even if it was drawn from outside of the structure. Radius attacks may target ground inside a structure anywhere within direct LOS of the firer or calling TACOM (see **APPENDIX Q**).

Indoor Close Combat: If enemy units make full basal contact with or enter a garrisoned building, they are considered to be charging into close combat with the defending garrison. Charging infantry may overrun inside of the building (thus becoming garrisoned) or outside (anywhere in full basal contact with the building). Units may not overrun into adjacent buildings. Charging vehicles may not overrun. See **CHAPTER 4 - V. CLOSE COMBAT PHASE**.

Adjacent Buildings: Units are not considered to be in basal contact for purpose of close combat if garrisoned into adjacent buildings.

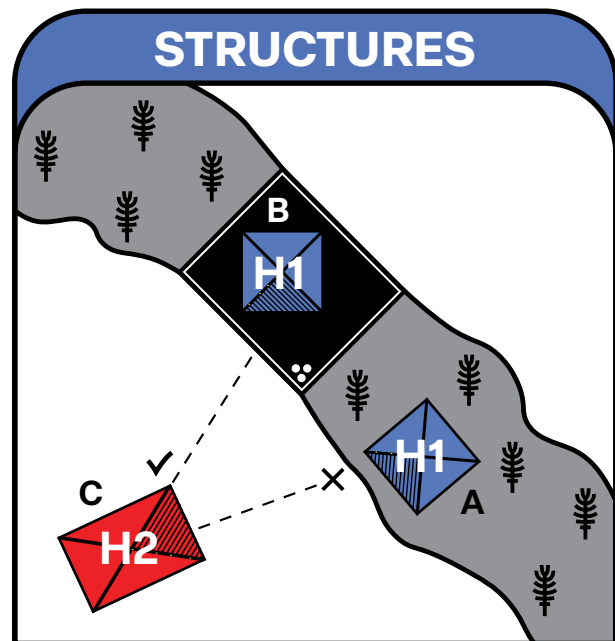
STRUCTURE STATISTICS

WOODEN BUILDING STRUCTURE TYPE
Structure Height: 1, 2, or 3
Cover Modifier: -1

Structure Height: The same thing as Occlusion Height in regular terrain. However, units garrisoning a structure adopt its Structure Height as their own Height. Some structures' height may vary depending on the mapmaker's choice (see above). Structure Height can be marked directly on a building with dots or a number.

Cover Modifier: As in regular terrain.

Structures aren't always singular buildings. They can represent close-knit compounds of similar, smaller buildings.



Units A and B are both Height 1 infantry. Unit C is a Height 2 vehicle. Unit C cannot draw LOS to Unit A, because it is concealed in a Height 1 field. It may draw LOS to Unit B, which is garrisoned inside of a Height 3 structure (indicated by three dots). The structure acts like Unit B's base while it's garrisoned. Unit B is in ambush inside of the building, preventing Unit C from spotting it until it gets closer.

HEIGHT DIFFERENCES & VANTAGE

If a unit drawing LOS to a target has a Height value at least 1 greater than any occluding terrain in the way, the units may draw unoccluded LOS to each other—so long as the lower unit is not within full terrain shadow (see below). This is called **looking over** terrain.

If a unit drawing LOS to a target has a Height value at least 2 greater than the occlusion height of the shorter unit's terrain, the taller unit has **vantage**. It may **look into** the lower unit's terrain and draw unoccluded LOS if the target is within 12"—even if the target is concealed or in terrain shadow.

Within 6", ambush spotting also applies. Thus, a unit in vantage can draw LOS to *and spot* a shorter unit in concealment within 6".

Vantage is *always* mutual.

TERRAIN SHADOWS & HULL DOWN

Occluding terrain casts 6" of **terrain shadow** over ground units and landed aircraft. If the unit's height is less than or equal to the occluding terrain, it is in **full shadow**. Taller units *cannot* look over the terrain at it.

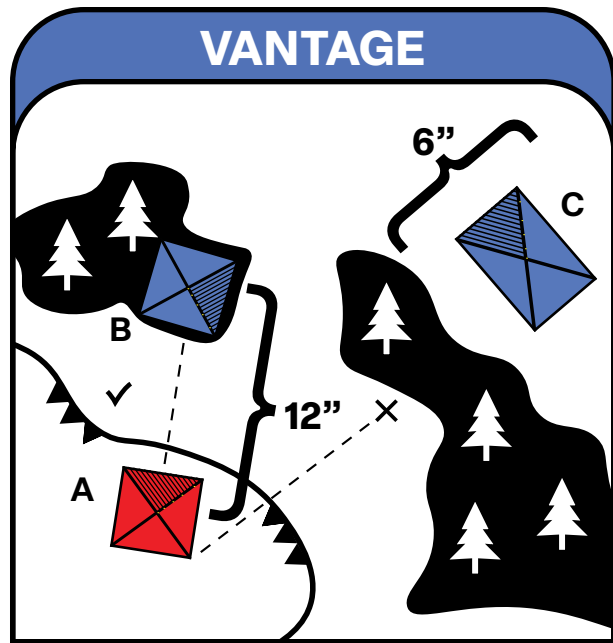
If the unit's base Height statistic is at least 2, and its current height is only 1 higher than the occluding terrain, it is in **partial shadow** (also called **hull down**). LOS is not blocked, but the unit gains a -1 Cover Modifier against direct fire attacks that must draw LOS through the occluding terrain. This does not stack with the terrain's own Cover Modifier.

Terrain shadow of both kinds doesn't apply within 12" of enemy units, even if they don't have vantage.

LOS WHEN AIRBORNE

Planes are always airborne, unlike helicopters, which can land. Mark whether a helicopter is airborne or landed with a double-sided **helicopter token**.

Airborne aircraft are treated as if they have infinite Height. LOS to aircraft may be broken by terrain shadow as normal: thus, terrain shadow can be used to hide from aircraft. An airborne unit always has vantage.



Unit A is atop a cliff (effective Height 4) in front of a forest (Height 2). It can look over the forest to draw LOS to (but not spot) Unit B due to vantage, though Unit B is concealed. Unit A cannot draw LOS to Unit C, because it is within the 6" terrain shadow of the forest and not within 12" of Unit A.

While planes are always automatically spotted, helicopters must be spotted as normal.

Airborne units do not interact with or benefit from the terrain they are currently over. Helicopters cannot land in occluding terrain unless that terrain type specifies otherwise.

When landed, helicopters behave as vehicles. They can be concealed, benefit from cover and full terrain shadow, and even enter ambush, although they cannot normally fire.

Planes never benefit from Cover Modifiers. Other airborne units may get a form of the hull down -1 Cover Modifier (called **intervening cover**) from terrain within 6" of itself which has an Occlusion Height at least 2 greater than the terrain the unit is currently over, regardless of the unit's base Height statistic.

Consult **APPENDIX P** for a visual recap of the preceding sections on LOS, height, vantage, and terrain shadow.

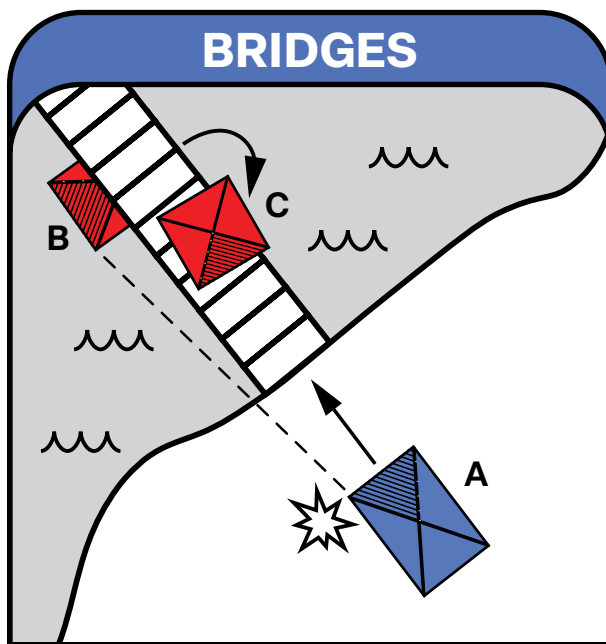
WATER & BRIDGES

Water is either **deep** or **shallow**. Deep water is impassable to all units except those with the *Amphibious* or *Watercraft* special rules. Shallow water can be crossed by all units (including *Watercraft*). *Watercraft* get double speed in deep water like normal vehicles do on roads.

Bridges are traversable terrain that can span both types of water. They can be passed under by *Amphibious* and *Watercraft* units.

Bridges do not normally occlude LOS or offer any cover. They offer ambush to units lying under the bridge. To enter ambush under a bridge, a unit must enter it from one of its water-facing sides, exposing its frontal arc.

Units on top of a bridge can enter close combat with units underneath the bridge.



Unit A, a vehicle, intends to cross a bridge by entering from the land-adjacent side and moving over it. Unit B, a watercraft with embarked infantry (Unit C), has entered from the water-adjacent side and entered ambush under Unit A's intended path. Unit C emerges from its carrier and climbs onto the bridge to block Unit A's path. Meanwhile, Unit B uses its position in ambush to lay covering fire.

Bridges have a height equal to the land they are connected to. Bridges can't connect land of different heights. *Amphibious* vehicles can drive from a bridge to water if the difference in Height is not greater than 1.

WALLS

Thin lines on a map may be designated **walls**. Walls must be given a Height between one and three like a structure. Use dots or numbers to indicate the height of a wall.

Walls are occluding and impassable. Infantry may spend 3" of movement to **scale** walls of Height 1, ending up on the other side.

VOIDS

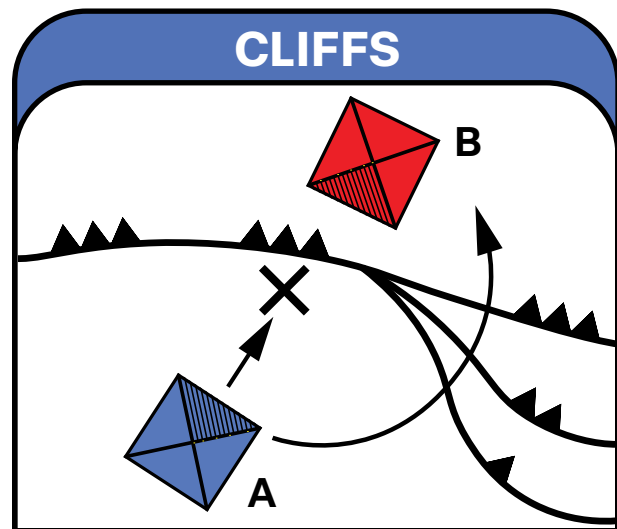
A **void** is an area on the map representing an extremely long drop; for instance, the empty sky between two floating islands. Any ground unit that ends up over a void is immediately killed and leaves neither a husk nor a corpse.

CLIFFS

Normally, contour lines on a hill add one Height per successive level. A **cliff** edge is created by a contour line which is two or more Height levels above the ground around it.

No ground unit can cross a cliff. They must find a gentler hill slope to climb instead, or be delivered by aircraft to the cliff top.

If a structure that touches a cliff edge has an equal or greater Structure Height to the cliff's height, infantry exiting that structure can move onto the top of the cliff as normal.



Unit A wants to enter close combat with Unit B, which occupies the top of a cliff edge. To get to Unit B, Unit A will have to go around the cliff.

COMBINING TERRAIN

The goal of Firelock 198X is to be quick to play, easy to learn, and, most importantly, easy to improvise. However, there may come a moment during your time making maps where you wish to explore a concept that may not be adequately represented by the terrain types described in this manual.

Ingenuity is king! Feel free to combine certain terrains in a logical manner to create new landforms or make completely new terrain types of your own design. Footbridges, for instance, could be connected between buildings of Height 3 to make elevated walkways.

MODELED TERRAIN

When using modeled terrain, embrace that the terrain models are not being portrayed at an accurate scale. These are, instead, suggestions of a larger, more traversible area than is worth rendering at scale on the game board. Thus your terrain models (except buildings) may be freely moved through by units.

The following rules are only advisory. Everyone's terrain setup is a little different. Use what works for you and your best judgement.

i. Rules of Thumb

If the boundaries of a given terrain area aren't clearly demarcated by its models, either using something to mark them (e.g. string and bluetack) or just agreeing on whether a unit is in the terrain or not will do.

ii. Non-buildings

If your standing models for trees and other occluding objects are individually based, then cluster all of the models into a visible boundary between that terrain type and the terrain which it borders, then move the terrain models to make way for units entering the terrain type that the models represent.

If your standing models are on one large, integrated base, then use the base itself as the terrain boundary and freely move your troops into or around any obstructive models built into the base.

iii. Buildings

If you are using flat-topped buildings, placing your models on the roof is sufficient.

If using buildings with angled or irregular roofs, positioning your models on top may be untenable. In this case it may be worth marking units as garrisoned and temporarily removing them from the table or placing them next to the building.

iv. Hills & Cliffs

The contour line system works elegantly with string and bluetack.

If not using string, incremental height increases on the slope of a hill can be benchmarked using the height of most 15mm infantry models (or a small coin of equivalent size). Put the infantry at ground level and measure from the top of the most upright model's head to the slope of the hill: Below his head is Height 1, and above it is Height 2. Stack two models to get the line between Height 2 and Height 3, etc.

A "wedding cake" type hill model, with several flat layers representing different Heights, is an easily readable approach.

The lazy man's rule requires no measurement whatsoever. The slope of the hill is Height 1, and its plateau is Height 2. Height 3 is reserved for evidently massive terrain features.

iv. Thin Terrain

If using fences, hedges, or other low, thin terrain, use models to indicate the terrain's boundary, then treat everything between those edges as being part of one contiguous block of occluding terrain. An empty yard surrounded by low cobblestone walls, for instance, can be treated as a single field.

—

This concludes the regular chapters of the core rules manual for Firelock 198X. After you've had some time to study the army books, you should familiarize yourself with the various quick reference tools provided in the **APPENDICES** before your first full game. Some of these, especially **APPENDICES E, F, & G**, are useful to independently print and keep.

APPENDIX A - UNIT SPECIAL RULES

This appendix section lists every generic unit special rule in Firelock 198X. For faction-specific unit special rules, consult each faction's field manual.

Active/Decoy Protection (X)

This unit is fitted with one of two protection systems which force dice to confirm a hit. They cannot be reloaded, but may trigger *X* times before running out of ammo. *Protection* can't fire if units are desanting.

Active Protection may trigger when the unit is hit by a *Slow Round* or *Guided Missile*. One die which hit in a single attack must be confirmed at an unmodifiable roll of 6+ or else miss and apply three pin. This only affects one die at a time and only triggers *once* per turn. Cannot trigger on *Radius* attacks.

Decoy Protection may trigger when the unit is hit by *Radar Anti-Air* or a *Guided Missile*. All dice which hit must be confirmed at their original target numbers after modifiers or else miss and apply three pin. This affects all die which are resolving at the same time and may trigger *multiple times* per turn, but not to trigger multiple confirms on the same die. If triggered during close combat, only lasts for one close combat round. Unusable landed.

Protection can't trigger on *Radii*.

Afterburner

If this plane waves off and is not at max pin, it may both rotate and make a full move in the same action in exchange for one pin.

Amphibious

This unit may move through deep water without any movement penalty. It must pay 1" to cross into or out of Swamp and Deep Water.

Assault Specialist

This infantry unit is specially trained for close-quarters battle. If this unit charges into close combat, combat with it is *not* simultaneous in all rounds. It resolves its firing first in each round, then the enemy retaliates.

Opposing *Assault Specialists* resolve combat simultaneously. Embarked and desanting units do not benefit from *Assault Specialist*.

Brigade (X, Y")

This unit (the **brigadier**) may **brigade** in the Maneuver Phase for a command token.

When executing a brigade move, the brigadier must be clearly indicated and may move as normal. Up to *X* additional friendly units may also move that same turn, so long as they remain within a *Radius* of *Y* inches from the brigadier at the start and end of movement. Neither they nor the brigadier are eligible to move again in the same Phase.

An infantry unit participating in a brigade move may either embark or disembark from a vehicle, but it may not do both. That is, an infantry unit cannot enter a vehicle, have that vehicle move, and then exit the vehicle (all as part of one brigade move).

Fearless

This infantry unit has nerves of steel! It does not lose movement from pin tokens.

Loiter

This plane may choose to stop moving forward anywhere along its strafing line. At the end of the Fire Phase, it may choose to stay on-map and hold its target between rounds.

NBC (Nuclear, Biological, Chemical Protection)

This unit and units embarked inside of it do not suffer kill rolls from *Chemical Weapons* or Scorched terrain.

Paradrop

Units with the *Paradrop* special rule may deploy by **parachuting** onto the table in alternating turns after all other blinds deploy.

Parachuters can deploy anywhere on the board so long as the unit is not spotted by an enemy or within 8" of an enemy unit, enemy deployment zone or board edge, or objective.

Parachuting units do not get a deployment move. Vehicles cannot deploy with units towed, embarked, or desanting.

After deployment, parachuters gain two pin per non-parachuting enemy with Air or All-targeting weapons able to kill it in half range. These aren't lost in the first Upkeep.

PC (X, Arc) (Personnel Carrier)

This unit is a **personnel carrier**, capable of carrying up to X infantry units inside itself in addition to external desants. Infantry must disembark from the vehicle from the listed arc. Friendly vehicles do not block disembarkation.

Infantry may not use their weapons while embarked except for *Small Arms*, which may fire at stationary without forcing themselves or their carrier to lose their move action. Embarked units use the pin of their carrier for firing. A PC that is carrying infantry may use its own weapons as normal. Embarked infantry can fight in close combat, but cannot screen.

Aircraft must land to embark or disembark, and may not carry desanting infantry.

Embarked units cannot be targeted or hit directly by attacks on the carrier, and do not inherit the carrier's pin when they disembark. When a carrier dies, teams are killed and squads are depleted; infantry in an airborne carrier are fully killed.

Resupply (X)

This unit can **reload** up to X Ammo (for any number of weapons) to one friendly within 6" during Upkeep without needing LOS. For every unit of Ammo reloaded to another unit, this unit's *Resupply* value decreases by one. Reloading forces the *Resupply* vehicle to remain stationary in the Maneuver Phase, but it may still take a fire action. *Resupply* units cannot reload themselves or airborne units.

Sense (X")

This unit spots and may call missions on all enemy units within X inches, even without LOS. Embarked units cannot spot with or be spotted by *Sense*. Unlike *Radius* effects, *Sense* measures *edge-to-edge*.

A-2 - UNIT SPECIAL RULES

Tow (X)

This unit may tow any friendly vehicle with a (highest arc) toughness of X or less.

To hitch another vehicle, a tower must be in basal contact on its rear arc with the front or rear arc of a towable vehicle. The other vehicle may be hitched, even if it has already fired at stationary Accuracy. Hitching can occur at the beginning or end of a tower's turn.

As long as the tower and towed unit are hitched, they activate and move as one unit, using the towing unit's Movement statistic. Towed units cannot move in the same phase that they are hitched or the tower moves.

Towing units can fire all weapons. Towed units may only fire *Small Arms*.

A towed unit may tow another unit, creating a **chain** of tows. The leading unit adds together the (highest arc) Toughness of all tows in a chain to see if it can tow them.

When deploying a unit that is towing another unit, deploy the towing unit first with its rear arc touching the edge of the map as normal. Then move the towing unit forward before placing the towed unit at its rear. If there is not enough space to fit the towed unit, the towed unit must deploy on a separate turn. Do this for all successive chain tows.

A unit towing another unit must pay 1" per unit being towed for every full 45 degrees it rotates during the Maneuver Phase. Its first 45 degrees of movement are free.

The towing unit may choose to **unhitch** towed units at the end of its movement. The towed unit automatically becomes unhitched from the tower when it moves on its own turn.

A tower may not hitch and unhitch in the same turn. Airborne units may hitch and unhitch tows while airborne, but cannot land while towing, and the towed unit cannot form tow chains. Units towed by an airborne unit are considered aircraft for targeting purposes.

Watercraft

Can only move and unhitch onto water type terrain. Pays nothing to cross water types. Deep Water offers a 2x movement modifier.

Watercraft can't be towed by land units, only by other *Watercraft* or by aircraft.

APPENDIX B - WEAPON SPECIAL RULES

This appendix section lists every generic weapon special rule in Firelock 198X. For faction-specific weapon special rules, consult each faction's field manual.

Air-Filling

This weapon's misses apply two pins rather than one unless the weapon cannot possibly kill its target. For weapons with variable Strength, roll Strength even on a miss.

Barrage (X) / Barrage (X, Point)

This weapon may simultaneously fire up to *X* times in one fire action. Each attack consumes one Ammo and may use a different shot type. Declare the number of attacks *before* resolving. Targets can be spaced 2" from each other unless the weapon is *Barrage (X, Point)*.

The first *Barrage* attack called in a fire mission must be directly on target. The rest can be spaced 2" from each other as normal.

Chemical Weapon (X")

All *Chemical Weapons* have a *Radius* of *X* inches and are *Lingering*. Ground units within cannot lose more than one pin at once by any means (including *Rally*), participate in brigading, or participate in support missions (but may still be targeted by one). Embarked units are affected. Airborne units are unaffected.

Chemical Weapons inflict a single 6+ kill roll on affected, non-NBC units only during Upkeep. Unlike other *Lingering* weapons, a unit in multiple *Chemical Weapon* radii only rolls one kill. This roll is never modified.

Defensive CC / Defensive CC (Inf.)

If its unit charged, this weapon cannot fire, or cannot fire vs. infantry (respectively).

Designator

This weapon immediately spots its target with a **designator token**. Designation is maintained indefinitely as long as the designator is alive and has not declared any other fire action since beginning designation, and the target remains within arc, range, and LOS.

Designators can't be fired or maintained through *Smoke* or if the firer is at max pin.

Support missions can target designated units which aren't in LOS of the calling TACOM.

Designators fired at the same time as other weapons can immediately spot for them. All *Designators* can target planes.

Discreet

This weapon does not identify the firer nor cause the firer to lose concealment when fired. You don't have to indicate who fired it.

Door Gun (Arc)

This helicopter weapon may only fire in the listed arcs, and may fire while landed.

Guided Missile (X)

This weapon does not get a half range Accuracy modifier. Air-targeting *Guided Missiles* never confirm hits against airborne units and may target planes.

A *Guided Missile* has a time-to-target equal to *X*. If the weapon is fired within half range, its time-to-target is reduced by 1. If time-to-target is reduced to 0, that attack is resolved immediately. *Guided Missiles* use their accuracy at the time their attack lands, *not* when it was fired. If the firer is killed, the attack misses.

Susceptible to *Active/Decoy Protection*. *Active Protection* won't trigger if attack is *Radius*.

Heavy / Light Indirect (X)

This weapon can conduct indirect fire. It does not get a half range Accuracy modifier. A non-blind-fire hit result of 6 hits counts as a *Rear Attack*. It has a time-to-target equal to *X*. Time-to-target is not reduced in half range.

Heavy Indirect weapons do identify and spot the firer and cannot fire if concealed. They use their accuracy at the time their attack lands, *not* when it was fired. If the firer is killed, the attack misses. *Heavy Indirect* weapons need a fire mission to conduct indirect fire.

Light Indirect weapons do not identify or spot the firer (but remove vehicle ambush) and need friendly LOS for indirect fire.

Homing

This missile has a fire-and-forget seeker. A declared attack's accuracy cannot be modified by anything but Evasion, even if its firer is dead or spotting/LOS to target is lost.

Ignore Cover (X)

This weapon ignores up to *X* points of the target's Cover Modifier.

Lingering

This *Radius* weapon's effects persist on the table after it has landed. Units inside of a *Lingering Radius* are hit according to the weapon's Accuracy statistic when it lands, then hit again automatically if they are in the weapon's *Radius* during subsequent Upkeeps. *Lingering* creates a number of separate radii equal to its Dice statistic at the point where it lands. Units suffer as many kill rolls as radii which the unit is inside of. These kill rolls do not apply pin.

After all *Lingering* weapons have rolled to kill during Upkeep (if they have Strength values), roll once per radius to see if it dissipates. On a roll of 4+, the weapon cloud persists until the next Support Phase. All discrete radii roll to persist separately.

MCLOS (Manual Command, Line of Sight)

This guided missile demands concentration to steer. For *each* pin token on the firer (not each two), this weapon suffers -1 to hit.

Melee

This weapon may target an enemy in any of the firer's arcs, but only in close combat. Does not get a half range modifier.

Multi-Gun

This weapon may be used simultaneously with other weapons during a single fire action. May be used against a different target.

No CC / No CC (Inf.)

In close combat, this weapon cannot fire, or cannot fire vs. infantry (respectively).

Nuclear (X"-Y"-Z")

The final argument. See **APPENDIX I**.

Radius (X")

This weapon affects all non-plane units whose base centers are within an *X*-inch radius from its impact point. If it possesses an Accuracy statistic, it rolls *independently* to hit each unit covered. *Radius* attacks against unspotted units are considered to be blind-firing.

Radar / Tracking Anti-Air

This weapon is designed to engage high-altitude aircraft. It may target planes.

Tracking Anti-Air does not have to confirm attacks against airborne units within 12" of itself and is not susceptible to *Decoy Protection*.

Radar Anti-Air does not confirm hits against airborne units at any range. It also blind-fires at planes and airborne units at 4+ (or base accuracy, if it's worse) rather than 6+, even if blocked by *Smoke*. However, it is susceptible to *Decoy Protection*.

Rally

This tool restores friendly units' fighting spirits. Any friendly unit targeted by this weapon immediately loses all of its pin tokens.

Rally weapons can be fired at max pin.

Rear Attack

This weapon strikes either the top or rear of a target (i.e., its thinnest armor). Attacks automatically hit the target's rear arc, regardless of the shooter and target's positions.

Saturating (X)

This weapon can spend up to *X* amount of Ammo in a single attack. The attack gains *Radius* with a number of inches equal to the Ammo spent to fire it. If only one Ammo is spent, the weapon's targeting type is Inf/Vec (not Gnd) and it does not get *Radius*.

Scoped

This weapon has a magnified optic. It blind-fires at ground units at 4+ (or base accuracy, if it's worse) unless firing through *Smoke*.

Additionally, this weapon gains *Ignore Cover (1)* when hitting infantry.

Slow Round

This munition is both large and slow enough to be susceptible to *Active Protection*.

Shaped Charge

This weapon is a powerful explosive penetrator. It does not use its second Strength value as half range Strength.

When hitting vehicles at any range, it uses its first Strength value. If this Strength is greater than the target's Toughness, add a **+1 modifier** to its **kill roll** (before Cover Modifier). If a 1+ attack gains a +1 modifier, it becomes ++.

When hitting infantry at any range, it uses its second value and gains *Ignore Cover (1)*.

Small Arm

This is a man-portable weapon. It may be fired at stationary Accuracy while embarked in the Fire Phase and in close combat. It may target enemies in any of the firer's arcs.

Smoke (X")

All *Smoke* weapons have a *Radius* of X inches and are *Lingering*. LOS may be drawn through *Smoke*, but not spotting. Fire through *Smoke* is thus always blind-fire, unless the unit is otherwise spotted, such as by *Thermal Sights*. A unit which has the center of its base within a *Smoke* radius is considered to be firing and fired at through *Smoke*. *Smoke* blocks *Designators*.

Firing through *Smoke* at an otherwise spotted unit incurs a -1 Accuracy modifier. A result of 6 will always hit anyways, unless the roll is also modified by pin tokens.

Smoke fired at the same time as other weapons does not block spotting until *after* the fire action has concluded.

As airborne units fly above the *Smoke*, they can spot units on the other side of *Smoke* radius. Ground units directly *inside* of the radius, however, benefit from *Smoke*.

Unlike other types of *Lingering* weapon, a *Smoke* weapon with a Strength value only hits units when it lands, *not* during Upkeep.

Missions can't be called through *Smoke* unless the TACOM spots the target by *Sense*.

Strafing

If this weapon is fired at moving Accuracy, the helicopter must *immediately* move itself forward 12" without rotating after the attack is resolved. A strafing attack cannot be declared if the movement would result in a charge.

Turret

This weapon may target an enemy in any of its firer's arcs, not just its front.

Thermal Sights

This weapon can ignore *Smoke* on its own fire actions. If the target of this weapon would have been spotted by the firer if not for *Smoke*, the weapon is not forced to blind-fire. It still accrues the -1 Accuracy penalty from firing through *Smoke* at a spotted unit.

Thermal Sights do not allow an on-map unit to proactively spot through *Smoke* for the benefit of friendly units on their fire actions (e.g. for a friendly *Indirect* fire mission). *Thermal Sights* only negate *Smoke* for this weapon's own attack on its own turn. *Scoped* weapons with *Thermal Sights* blind-fire through *Smoke* at 4+.

Planes can't spot, so those with *Thermal Sights* may fire at -1 Accuracy through *Smoke* if the target would have been spotted otherwise.

Underbarrel (X)

This weapon is mounted under the barrel of X parent weapon. It may be fired simultaneously with that weapon at the same target. The *Underbarrel* weapon uses that weapon's Accuracy and half range modifier. It benefits from *Thermal Sights*, *Small Arm*, and *Scoped* if those are possessed by the main weapon.

Undetectable

This trap cannot be avoided by infantry unless they move 2" or less within its *Radius*. It may only be identified through basal contact.

APPENDIX C - LIST OF PLAY MATERIAL

This appendix section lists all materials needed for a game of Firelock 198X. While printable tokens are bundled with this manual, basic designs are suggested below for making your own.

0. A table with a map! See **CHAPTER 3**.

1. Round tokens made of any material (plastic or cardboard are recommended), ideally somewhere from 15mm to 25mm wide, in the following colors and quantities:

Command: Faction color, many as possible.

Pin: Purple, 6 per unit (if not using dice)

Depletion: Brown, 1 per infantry squad

Airborne: Cyan, 1 per helicopter

Gone to Ground: Green, 1 per infantry unit

Desanting: Magenta, 1 per infantry unit

Spent Ammo: Black, 1 per weapon

Ground Zero: Yellow, 1 per nuclear weapon

Stationary Fire: Red, 1 per unit

Time-to-target: Orange, 1 per relevant weapon (if not using dice)

As many spotting tokens as possible, color-coded in blue and differentiated by icon:

Spotting: Eye

Counterbattery: Mortar Shell

Designator: Laser Hazard

2. As many dice as you like for rolling hits in faction-appropriate colors, plus enough color-coded dice for your list:

Ammo: Black, 1 per weapon

Pin: Purple, 1 per unit (if not using tokens)

Time-to-target: Red, 1 per relevant weapon (if not using tokens)

Some units have multiple ammo-consuming weapons, so it may be useful to have different colors for distinguishing them.

3. At least five flat circles (old cereal box cardboard works well) for drawing 2", 3", 4", 5", and 6" radii from a single point on the table. If possible, have a few in each listed size.

4. A tape measure, for movement and LOS. It's best if every player has their own.

5. If you do not have models on bases available to represent units, then any tokens of the correct base sizes (40mm x 40mm and 40mm x 60mm) will do. Even still, be creative; illustrate or label them to make it clear what unit each is.

Printable **standees** (folding paper miniatures) are provided for you to create unit representations quickly and cheaply. Consult the following page's instructions.

6. A number of generic blinds equal to that of the units in the match, corresponding one-to-one with their base dimensions, with each unit & corresponding blind identified in your secret army key (e.g. an index card with unit and blind names written on them).

If using flat bases and not standees, the bottom of the base may be used as a blind (marked with its ID). Simply flip the base over to identify the unit. Alternately, you could find a way to freely attach and detach a standee or model into a base (doing so once it's identified).

Blinds or flat token bottoms may also be used for husk and corpse bases.

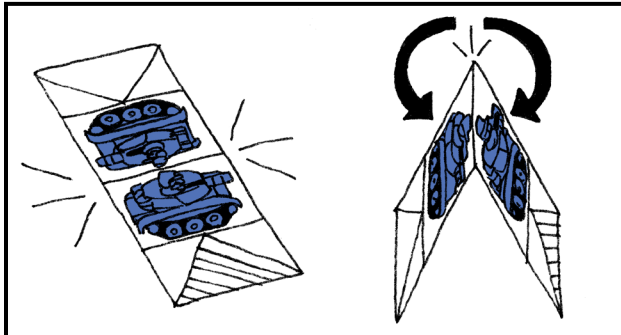
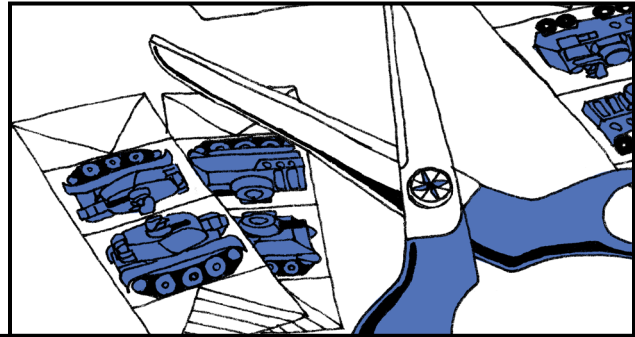
7. Up to 5 paper or cardboard mission cards with distinct fronts and backs, in faction colors. Official printable cards available as well.

8. Factional special rules may mandate the use of extra materials not mentioned in the core rules. Always consult your army's field manual when preparing materials for your match.

YOU NEED: SCISSORS - SCHOOL GLUE - 3/8" WASHERS - STANDEE SHEETS - A PLACE TO DRY

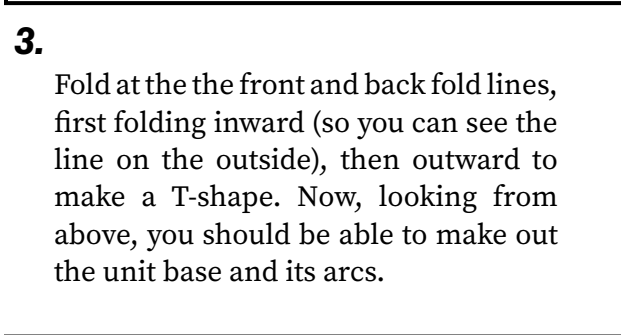
1.

Cut out the standees from the left side of the page. Reserve unused space on the right side to use as a glue mat later. Every official standee sheet has a marked space for this (a "drying barracks" or the like).



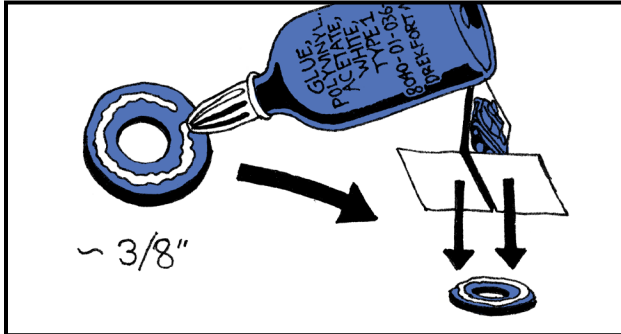
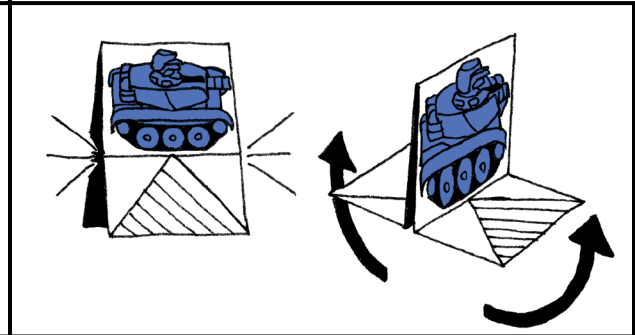
2.

Fold the standee down the middle, at the center fold line.



3.

Fold at the the front and back fold lines, first folding inward (so you can see the line on the outside), then outward to make a T-shape. Now, looking from above, you should be able to make out the unit base and its arcs.

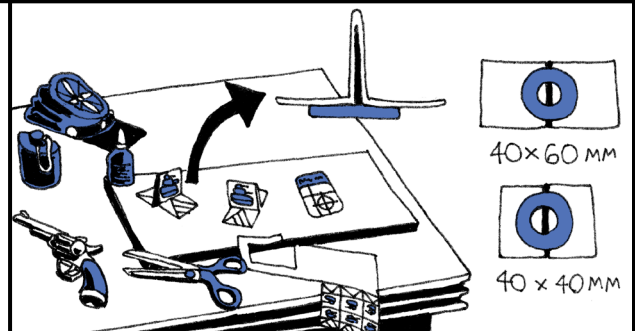


4.

Grab a washer and squeeze a thin circle of school glue onto it, then paste the washer onto the bottom of the standee, keeping the T-shape from coming open. Don't add too much glue.

5.

Place the standee upright in your drying area. If you don't have a proper glue mat, this is where the paper from the first step comes in handy. Give it about 1-2 hours to dry if possible.




APPENDIX D - TERRAIN & STRUCTURE TYPE LIST


This appendix section lists all terrain and structure types that can be used in game maps.

Suggested colors (if you're not using detailed models) are listed, plus terrain type symbols. A color swatch is provided in the background color of the header. Descriptions are suggestive. You are encouraged to make whatever suits your imagination.


As a rule of thumb, structures should be able to fit at least three infantry bases inside. Buildings should never be larger than this to prevent infantry from “teleporting” through them.

PLAINS TERRAIN TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0” Inf / 0” Vec</p> <p>Vehicle Multiplier: 1</p>


Suggested Visuals: Light green; felt surface; your backyard. The “default” terrain type.

FIELDS TERRAIN TYPE 
<p>Occlusion Height: 1</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0” Inf / 0” Vec</p> <p>Vehicle Multiplier: 1</p>


Note: Wheeled pays 0” to enter, helicopters may land, heavy indirect weapons may fire, and partial shadow does *not* provide cover.
Suggested Visuals: Yellow-green; grass, shrubs.

ROAD TERRAIN TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0” Inf / 0” Vec</p> <p>Vehicle Multiplier: 2</p>


Suggested Visuals: Light gray; smooth surface; yellow lines or cracked asphalt.

DEAD GROUND TERRAIN TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: -1 Inf / -1 Vec</p> <p>Entrance & Exit Cost: 1” Inf / 1” Vec</p> <p>Vehicle Multiplier: 1</p>


Note: Infantry inside considered in ambush.
Suggested Visuals: Deep yellow-green, or a physical depression in the terrain.

DUNES TERRAIN TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: -1 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0” Inf / 0” Vec</p> <p>Vehicle Multiplier: 1</p>

Suggested Visuals: Tan; rolling heaps of sand. Your desert.


ROCKY GROUND TERRAIN TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: -2 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 1” Inf / 0” Vec</p> <p>Vehicle Multiplier: Inaccessible</p>

Suggested Visuals: Medium gray, or dense, jagged rocks which preclude vehicles.

FOREST TERRAIN TYPE 


Occlusion Height: 2
Cover Modifier: -1 Inf / -1 Vec
Entrance & Exit Cost: 0" Inf / 0" Vec
Vehicle Multiplier: ½

Suggested Visuals: Green; tree miniatures.

DENSE FOREST TERRAIN TYPE 

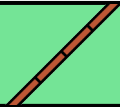
Occlusion Height: 3
Cover Modifier: -2 Inf / -2 Vec
Entrance & Exit Cost: 0" Inf / 0" Vec
Vehicle Multiplier: ¼

Suggested Visuals: Dark green; tree miniatures.

FLATTENED FOREST TERRAIN TYPE 


Occlusion Height: 0
Cover Modifier: -1 Inf / 0 Vec
Entrance & Exit Cost: 0" Inf / 0" Vec
Vehicle Multiplier: ½

Note: Replaces both Forest and Dense Forest.
Suggested Visuals: Green-brown; stumps or overturned trees.

WALLS TERRAIN TYPE 


Occlusion Height: 1, 2, or 3
Cover Modifier: N/A
Entrance & Exit Cost: Inaccessible
Vehicle Multiplier: Inaccessible

Note: Impassable by ground units. Provides terrain shadow. Infantry may scale if H1.
Suggested Visuals: Brick red; hewn stone.

WOODEN BUILDING STRUCTURE TYPE 


Structure Height: 1, 2, or 3
Cover Modifier: -1

Suggested Visuals: Wooden civilian infrastructure. Rural housing, huts, barns, so on.

STURDY BUILDING STRUCTURE TYPE 


Structure Height: 1, 2, or 3
Cover Modifier: -2

Suggested Visuals: Larger, sturdier buildings or industrial halls of stone, metal, or concrete.

TOWER STRUCTURE TYPE 


Structure Height: 4
Cover Modifier: -1

Note: Garrisons only one unit (not *Tercios*).
Suggested Visuals: Tall, thin turret or minaret.

BUILDING RUINS STRUCTURE TYPE 


Structure Height: 1
Cover Modifier: -1 (wooden), -2 (sturdy)

Note: Cover Modifier corresponds to the type of building the ruin was before the blast.
Suggested Visuals: Ruined, roofless buildings.

ENTRENCHMENT TERRAIN TYPE 

Occlusion Height: 0
Cover Modifier: -2 Inf / -2 Vec
Entrance & Exit Cost: 1" Inf / 2" Vec
Vehicle Multiplier: ½


Note: Units within are in ambush.
Suggested Visuals: Dark brown; ditches.

SHALLOW WATER WATER TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0" Inf / 0" Vec</p> <p>Vehicle Multiplier: 1</p>

Notes: Accessible to all units including *Amphibious* and *Watercraft*.
Suggested Visuals: Light blue; fordable water.

BRIDGE TERRAIN TYPE	-	-	-
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0" Inf / 0" Vec</p> <p>Vehicle Multiplier: 2</p>			

Notes: May pass over water.*
Suggested Visuals: Hatched light gray; sturdy steel or earthen bridge.

DEEP WATER WATER TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0" Inf / 0" Vec*</p> <p>Vehicle Multiplier: 2**</p>

Notes: Inaccessible save for units with *Amphibious* and *Watercraft*.
Suggested Visuals: Deep blue; waves or surf.

**Amphibious* units pay 1" to enter and exit, but not *Watercraft*.

**Only *Watercraft* get double movement, not *Amphibious*.


FOOTBRIDGE TERRAIN TYPE			
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0" Inf / 0" Vec</p> <p>Vehicle Multiplier: Inaccessible</p>			

Notes: May pass over water. Permits only infantry to cross it.*
Suggested Visuals: Hatched brown; wooden plank and rope bridge.

*If a unit ends its movement under this terrain by entering the water-side, it is considered to be in ambush.

SWAMP WATER TYPE
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0" Inf / 0" Vec</p> <p>Vehicle Multiplier: ½</p>

Note: Accessible to all units. Infantry also affected by this terrain's Vehicle Multiplier.
Suggested Visuals: Blue-green; murky, grassy-forested water.

VOID TERRAIN TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: 0 Inf / 0 Vec</p> <p>Entrance & Exit Cost: 0" Inf / 0" Vec</p> <p>Vehicle Multiplier: Inaccessible</p>

Notes: Inaccessible to all land units. If a land unit somehow ends up in the void, it's gone.
Suggested Visuals: Steep or bottomless pits, the edges of floating islands.

APPENDIX E - UNIT CLASS QUICK REFERENCE

This appendix section recaps all traits special to the three unit classes.

Infantry

- Infantry bases are 40mm x 40mm, representing multiple soldiers.
- Can be a **team** or a **squad**. Squads can survive one kill roll, becoming **depleted**. Squads *immediately* die without depleting if hit with 8x Strength to their Toughness.
- Can **sprint**, **go to ground**, and **garrison** structures. Usually ignores movement multipliers. Can rotate for free.
- Suffers -1" Movement per each pin token, and -1 Accuracy for each two pin tokens.
- Can **clear** emplacements as a move action.
- Can avoid triggering traps by moving a total of 2" or less.
- Hits vehicles in their lowest-Toughness arc in close combat by **encircling** them.
- Can **embark** on *PC* vehicles. May **desant** on any vehicle unless otherwise stated. May fire *Small Arms* at stationary Accuracy when embarked. May fire all weapons at moving Accuracy when desanting. Cannot embark and disembark in the same round.

Vehicles

- Bases are 40mm x 60mm (one vehicle).
- Can be **tracked**, **wheeled**, or **carriages**.
- Affected by vehicle multipliers (unless a carriage). Wheeled vehicles pay an extra 1" to enter or exit terrain but may **road dash**.
- Pays 1" to rotate 90 degrees and 2" to rotate 180 degrees during a move action. Pays 2" per 1" reversed. Carriages rotate for free.
- Suffers -1 Accuracy per two pin tokens.
- If infantry are desanting on it, it can't fire.
- Cannot be encircled by enemy infantry in close combat if **screened** by friendly infantry. Cannot enter structures but may enter close combat with garrisoned infantry.
- Loses concealment/ambush for the rest of the round whenever it fires a weapon.
- Gains -1 Cover Modifier from being **hull down**.

Aircraft

- Bases are 40mm x 60mm (one aircraft).
- Can be a **helicopter** or a **plane**. Planes must be called on support missions by a TACOM and do their moving during the Fire Phase.
- Must be **landed** or **airborne**, marked with a **helicopter token**. When landed, can be targeted in close combat, counts as a vehicle, and cannot fire weapons.
- Suffers -1 Accuracy per two pin tokens.
- Helicopters are not affected by vehicle multipliers. They pay 1" per 45 degrees rotated. They cannot land in most occluding terrain.
- LOS to airborne units can be broken by terrain shadows. Helicopters must be spotted normally, but planes always count as spotted. Airborne units have infinite Height and always have vantage (if not necessarily spotting).
- Does not use terrain Cover Modifiers.
- Helicopters get a -1 Cover Modifier if there is **intervening cover**.
- Fire against helicopters by non-*Anti-Air* ground weapons or *Guided Missiles* must roll a **confirm** on hits. Other aircraft do not have to confirm even if they lack *Anti-Air*.
- Helicopters pay 4" to take off and land. Cannot both take off and land in one action.
- Planes may not land on the board, cannot rotate, and move forward during your Fire Phase turns. Planes may **dogfight**.
- Planes may fire any weapon at a mission target or a *Guided Missile* at another plane. CAS can't target other planes for missions. CAP gets higher initiative in dogfights.
- Planes may only be fired upon by *Guided Missiles*, and *Anti-Air* weapons.

APPENDIX F - KILL ROLL & MODIFIER TABLES

This table plots kill roll target numbers for Strength vs. Toughness matchups for values from 1- to 20 as a quick reference. Strength and Toughness values may sometimes exceed 20.

		TARGET'S TOUGHNESS																					
		1-	1	1+	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
ATTACKER'S WEAPON STRENGTH	1-	4+	5+	5+	6+	6+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+
	1	3+	4+	5+	6+	6+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+
	1+	3+	3+	4+	6+	6+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+
	2	2+	2+	2+	4+	5+	6+	6+	6+	6+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+	7+
	3	2+	2+	2+	3+	4+	5+	5+	6+	6+	6+	6+	6+	6+	7+	7+	7+	7+	7+	7+	7+	7+	7+
	4	1+	1+	1+	2+	3+	4+	5+	5+	5+	6+	6+	6+	6+	6+	6+	6+	6+	7+	7+	7+	7+	7+
	5	1+	1+	1+	2+	3+	3+	4+	5+	5+	5+	5+	6+	6+	6+	6+	6+	6+	6+	6+	6+	6+	7+
	6	1+	1+	1+	2+	2+	3+	3+	4+	5+	5+	5+	5+	5+	6+	6+	6+	6+	6+	6+	6+	6+	6+
	7	1+	1+	1+	2+	2+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+	6+	6+	6+	6+	6+	6+	6+
	8	++	++	++	1+	2+	2+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+	5+	6+	6+	6+	6+	6+
	9	++	++	++	1+	2+	2+	3+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+	5+	5+	6+	6+	6+
	10	++	++	++	1+	2+	2+	2+	3+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+	5+	5+	5+	6+
	11	++	++	++	1+	2+	2+	2+	3+	3+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+	5+	5+	5+
	12	++	++	++	1+	1+	2+	2+	2+	3+	3+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	13	++	++	++	1+	1+	2+	2+	2+	3+	3+	3+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+	5+
	14	++	++	++	1+	1+	2+	2+	2+	3+	3+	3+	3+	3+	3+	3+	4+	5+	5+	5+	5+	5+	5+
	15	++	++	++	1+	1+	2+	2+	2+	2+	3+	3+	3+	3+	3+	3+	3+	4+	5+	5+	5+	5+	5+
	16	++	++	++	++	1+	1+	2+	2+	2+	2+	3+	3+	3+	3+	3+	3+	3+	4+	5+	5+	5+	5+
	17	++	++	++	++	1+	1+	2+	2+	2+	2+	3+	3+	3+	3+	3+	3+	3+	3+	4+	5+	5+	5+
	18	++	++	++	++	1+	1+	2+	2+	2+	2+	2+	3+	3+	3+	3+	3+	3+	3+	3+	4+	5+	5+
19	++	++	++	++	1+	1+	2+	2+	2+	2+	2+	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+	5+	
20	++	++	++	++	1+	1+	1+	2+	2+	2+	2+	2+	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+	

BLIND-FIRE TARGET NUMBER		TO-HIT MODIFIERS		TO-KILL MODIFIERS	
Unspotted target:	6+	Attacker at half range:	+1	Strength > Toughness with	+1
<i>Scoped</i> not targeting through <i>Smoke</i> :	4+	Target spotted through <i>Smoke</i> *:	-1	<i>Shaped Charge</i> :	
<i>Radar Anti-Air</i> targeting Air (including through <i>Smoke</i>):	4+	*6 always hits if not also pinned.		Per 1 Cover Modifier after	-1
		Per 2 pin on attacker*:	-1	<i>Ignore Cover (X)</i> *:	
		*Per 1 pin if <i>MCLOS</i> .		*6 always kills, if target number was not 7+.	

Weapons without the Anti-Air special rule have to confirm hits.

Remember! Blind-fire doesn't get positive modifiers. Add negative modifiers last. If base accuracy is lower than blind-fire target number, roll at base accuracy.

APPENDIX G - CORE RULES RECAP

This two-page appendix summarizes Chapter 4 for quick reference during a match.

DEPLOYMENT, p. 4-1

Roll initiative and take turns moving your army onto the board.

For a **standard unit deployment**, place the unit with its rear arc touching your board edge, then move it forward according to standard movement rules (see **III. MANEUVER PHASE, p. 4-7**). Keep in mind:

1. Units can sprint, road dash, and deploy while being towed, embarked, or desanting on a vehicle.
2. Embarked or desanting infantry can disembark and move away from their carrier as a move of their own on a separate turn.
3. All units must deploy, unless stated otherwise.

After standard deployment, units with the *Paradrop* rule may **parachute** anywhere on the board so long as it's not spotted by an enemy or within 8" of an enemy unit, enemy deployment zone or board edge, or objective. Parachuters gain 2 pin if landing within half range of a valid Air or All-targeting weapon.

After deployment has concluded, check LOS and spotting to see if any units are identified, then resolve any close combats.

I. SUPPORT PHASE, p. 4-2

If playing with a round timer, advance the timer by one.

1. Upkeep. Remove pin and stationary fire tokens. Roll to kill units in *Lingering* clouds, then roll to linger. Declare all *Resupply*.
2. Generate **command tokens**. Keep your command token total a secret.
3. Declare **missions**. Take turns either passing or activating and revealing a support card to call in. 1 turn per TACOM.

4. Take turns **declaring targets** or withdrawing support cards if necessary. Draw **strafing lines** between each TACOM that called a plane and the target of that plane's mission, if any were called.

5. Declare **close-in fire** on incoming planes. 1 per TACOM which passed step two.
6. Remove **counterbattery tokens**.

II. FIRE PHASE. p. 4-3

Place planes on their strafing lines at the point on the table edge closest to the calling TACOM, if any planes were called in during the Support Phase. Then take turns following the fire phase turn sequence:

1. Remove **time-to-target tokens** from attacks declared by you in a previous turn.
2. Resolve **time-to-target attacks** if any token stacks hit zero in the previous step.
3. Move forward every **plane** you own for its full Movement statistic, stopping to **dive** only if the plane will overshoot its target. (The plane must overshoot its target on its *next* obligatory movement.)
4. Resolve **dogfights** that occur from basal contact between planes.
5. Declare (and resolve, if landing immediately) all free attacks from diving planes and close-in shots.
6. Declare a **new attack** from any unit other than diving planes. Resolve the attack if not time-to-target.

Remember the differences in behavior between unit classes. Infantry make the best use of cover and concealment; vehicles make the best use of roads; aircraft can land and always have vantage.

Consult **APPENDIX E** for a recap on all special traits of the different unit classes.

To **declare** a fire action:

1. Choose a unit that will fire.
2. Choose a weapon, a target and measure range. Identify the firer, unless a special rule indicates you do not have to. Choose the ammo type(s) used in the attack.

To **resolve** a fire action:

1. Determine target number for to-hit roll. +1 to hit if within half range. Forced to blind-fire if the target is not spotted (blind-firing gets no positive modifiers). -1 to hit if the enemy is spotted but the firer is shooting through *Smoke*. -1 to hit per 2 pin tokens on the firer. See **APPENDIX F**.
2. Roll to hit. Track each result separately.
3. Roll to kill. Each die that hit has a separate chance to kill. +1 to kill roll if eligible with *Shaped Charge*. Check Cover Modifier. See **APPENDIX F**.
4. Apply pin tokens. 1 pin per missed die, 3 pin per die that hit but failed to kill.

Most weapons declare and resolve in the same turn, but not all do. Remember:

Radius: Any unit with the center of its base inside of the radius drawn from this weapon's point of impact may be hit.

Guided Missile: Does not resolve on the same turn it was declared. Has a time-to-target value which decreases every time it becomes your turn again. When all tokens are removed, the attack finally resolves.

Heavy/Light Indirect: Has a time-to-target value which decreases every time it becomes your turn again. May declare standard fire on enemies within its own LOS. *Light Indirect* may declare indirect fire without a TACOM calling a Fire Mission. *Heavy Indirect* requires a Fire Mission to indirect fire. Attack must be declared by the indirect weapon itself separately during the Fire Phase.

III. MANEUVER PHASE, p. 4-7

First, do any obligatory moves before entering the main phase (e.g. luparic *Bloodlust*).

Second, take turns spending command tokens to **move** or **brigade move**. Units with the *Brigade (X, Y)* special rule can move a number of extra units equal to X for free as long as those units begin and end their move within Y" of the brigadier (who also moves, and so spends its turn).

Note terrain Entrance & Exit Costs and Vehicle Multipliers. See **CHAPTER 5**.

If a unit enters basal contact with an enemy unit and is able to enter close combat, it **charges**. Otherwise it can't enter basal contact.

Make note of special actions you can declare for a unit. Consult **APPENDIX E**.

IV. IDENTIFICATION PHASE, p. 4-11

Check LOS and spotting to see if any units are **spotted** or **identified** after the Maneuver Phase. Consult **CHAPTER 5**.

V. CLOSE COMBAT PHASE, p. 4-11

Alternate selecting one close combat at a time to resolve. Units may choose to reform or withdraw from a close combat engagement.

Close combat proceeds in rounds of simultaneous fire which is:

1. Unoccluded and unaffected by *Smoke*. All units in mutual basal contact may fire at one another and spot each other. Non-basal-contacting units may not fire at each other. Nobody benefits from Cover Modifier. All attacks at stationary Accuracy.
2. Always benefitting from half range Strength and half range Accuracy modifier.
3. Infantry encircle enemy vehicles unless enemy infantry are screening the vehicle.
3. Aircraft may only charge other aircraft.

VI. OBJECTIVE PHASE, p. 4-12

Check to see who is winning. Advance any victory counters by one if appropriate.

END OF ROUND - RINSE, REPEAT

APPENDIX H - OBJECTIVES & OPTIONAL RULES

This appendix lists some example objectives and optional house rules which can be used to shake up a standard match or be integrated into a scenario.

EXAMPLE OBJECTIVES

i. Quick Play

Place three objective tokens on interesting terrain roughly equidistant from the deployment edges. Objectives can be captured or contested by units within 6".

Capture three objectives for two consecutive rounds or have more objectives than your opponent at the end of the eighth round.

ii. Long March

One player (the defender) evenly splits their force between **marchers** and **base staff**. Marchers begin at one deployment edge; base staff begin on the opposite edge.

Base staff are permitted to deploy first anywhere within 12" of their table edge, and infantry or vehicles may dig Entrenchments (see **APPENDIX C**) in 40mm x 40mm squares around themselves. Marchers deploy from the base staff's opposite edge as normal.

Second, the attacker's *entire* army is permitted to deploy anywhere that is not within 8" of any base staff or the base staff board edge.

Lastly, the marchers deploy from a board edge opposite the base staff as normal. If half of the marchers reach the firebase, the defender wins. If half die, the attacker wins.

iii. Echelon Assault

One player (the attacker) chooses a deployment edge as normal. Divide the rest of the table (using its longest axis) into three equally sized **echelons**, whose borders run across the table (parallel to the attacker's edge).

The other player (the defender) evenly distributes the number of units within his army through the three echelons. Units in the remainder can be placed anywhere. The defender deploys his *entire* force before the attacker. It is recommended for the defender to have at least 100 more points than the attacker.

If the attacker possesses any indirect weapons in their force, they are permitted one Fire Phase of **preparatory bombardment** (one normal indirect attack per artillery unit, from anywhere on their deployment edge) before the first round officially begins. Any indirect attacks in that bombardment are immediately resolved. Since the bombardment is on pre-registered targets, you don't need LOS or spotting for it, but all attacks count as blind-fire.

Place an objective in each echelon in an appropriate place. Each time the attacker seizes an objective, they may immediately re-deploy half of their lost forces (by number lost, rounding down) at their table edge, representing reinforcements sustaining the assault.

If the attacker seizes the final objective by the end of the ninth round, they win. Otherwise, the defender wins.

OPTIONAL RULES

i. Nuclear Exchange

Each player is given access to a single tactical *Nuclear* (4"-8"-24") missile at the beginning of the third round to be called as a mission by a TACOM in the Support Phase. They may withhold its use to subsequent Support Phases. Further nuclear missiles cannot be purchased.

To employ a tactical nuclear missile, declare you are launching it (with the appropriate severity). Select a TACOM to call the mission (as if they were calling a fire mission) to place a **ground zero token**. See **APPENDIX I** for what happens next.

ii. Dicey Firefights

Infantry cannot both charge and disembark from a carrier on the same turn unless doing an *Assault Dismount* (see **FM 100-1-8X**). Enemies may draw LOS to and spot concealed units from up to 2" away regardless of terrain.

iii. Information Warfare

Each player receives a number of free dummies equal to the sum of all of their army list's command tokens.

Each player also has double the amount of available command tokens, but half of these tokens are “fake tokens” which are used exclusively for activating dummies.

iv. Reinforcements

Each player holds half of his forces in reserve. During any Support Phase, a player can use a TACOM to call a mission to deploy a number of reserve units equal to that TACOM's *Brigade* number from his deployment edge.

Not recommended for low-point games.

v. Target Confirmation

Unless a unit has fired a weapon or been designated, units may only be identified during the Identification Phase.

vi. Night Fighting

All Spotting Distances are halved. Units are not identified until they are spotted, so all weapons may fire without identifying the firer; counterbattery and designation do not automatically identify. When a unit fires stationary, it may be spotted at full spotting distance, but only until the beginning of the next Fire Phase.

Units with *Thermal Sights*, and any luparic unit (see **FM 100-2-8X**), get their full Spotting Distance. Weapons with smoke shells (other than Smoke Launchers) gain an “Illumination” ammunition type with the *Lingering* rule and a *Radius* equal to that weapon's smoke shell. Units within this radius may be spotted at the normal distance.

vii. Deployment Zones

Rather than deploying from the table edge and marching toward the enemy, agree upon a number of inches from the deployment edge which is to be each player's deployment zone. Alternate placing units directly into your zones without deployment moves.

viii. Token Bag Activation

Both players put their command tokens into a bag together. One player shakes the bag, reaches inside, and draws a token. The color of the token determines whose turn it is. The token is not placed back into the bag. The phase continues until all tokens have been drawn or there are no remaining actions for each player.

ix. Unit Morale

If a unit reaches max pin or is in close combat for more rounds than it has Quality, that unit rolls a morale check with a target number equal to 6 minus its Quality. If the check fails, that unit immediately falls back as if from close combat. The unit that retreated cannot move in the subsequent Maneuver Phase.

x. Crew Bailout

Whenever a vehicle (or aircraft, if desired) suffers a successful kill roll, a second roll at the same target number as the original kill roll is made to see if the crew inside of the vehicle are also killed.

If the kill roll on the crew fails, they successfully bail out. Place a “Vehicle Crew” unit from that faction's respective army book somewhere in full basal contact with the dead vehicle's husk and apply three pin to that unit.

Vehicle Crews may bail out during Close Combat, in which case they are considered to be fighting from the position of their former vehicle's husk until the close combat concludes and they may overrun out of it. Crews which bail during close combat do not gain three pin when they are placed on the board.

Construct vehicles do not produce Vehicle Crews when they die.

xi. Finite Smoke

Rather than rolling 4+ for *Lingering* during Upkeep, roll a D3 for every *Lingering* radius on the board after the shot lands. The die result is the number of rounds that the cloud will persist. Reduce every *Lingering* die by 1 every ensuing Support Phase. When the die hits 0, remove the radius.

Adds certainty to lingering weapons, enabling more precise counterplay.

APPENDIX I - NUCLEAR WEAPONS

This appendix contains all rules relating to the use of nuclear weapons and the special interactions between nuclear weapons, units, and terrain.

USING NUCLEAR WEAPONS


Nuclear weapons are an optional game-play feature designed for high-point games and certain scenarios. Low-yield nuclear weapons may also be fired by certain expensive special units. It is not advisable to deploy them in small-scale games as their effect is destructive to tightly-clustered forces.

Some nuclear weapons are launched by on-map units. These cannot be reloaded.

NUCLEAR WEAPON EFFECTS

Nuclear weapons have three radius effects: fireball, overpressure, and thermal radiation. These three radii all extend from the same point on the ground: **ground zero**. Units within only suffer one effect at a time. Place a **ground zero token** where the nuke has landed.

First, a nuclear fireball extends from ground zero. Everything other than planes in the radius—units, structures, and terrain—is wiped clean. Leave the ground zero token to indicate the radius of new **scorched terrain**:

SCORCHED EARTH TERRAIN TYPE 
<p>Occlusion Height: 0</p> <p>Cover Modifier: -2 Inf / -2 Vec</p> <p>Entrance & Exit Cost: 1" Inf / 2" Vec</p> <p>Vehicle Multiplier: ½</p>

Note: Non-NBC units suffer two automatic 6+ kill rolls in Upkeep while inside.
Suggested Visuals: Deep, scorched red or black.

Scorched terrain presents a high radiation hazard. Any non-NBC unit standing on scorched ground during Upkeep suffers two automatic 6+ to-kill rolls. No pin tokens are generated if this fails.

Past the fireball, units suffer from overpressure. Structures and forests of any kind are replaced with Building Ruins and Flattened Forest, respectively, while fields, walls, bridges, and roads are removed completely (see **APPENDIX D**). All non-plane units within radius suffer a number of 6+ kill rolls equal to six reduced by Cover Modifier. Survivors receive max pin.

Past overpressure, units suffer from thermal radiation. All non-plane units suffer a number of 6+ kill rolls equal to D6 reduced by double their Cover Modifier. Survivors receive max pin.

A standard tactical nuclear missile has 4" of fireball, 8" of overpressure, and 24" of thermal radiation, i.e. *Nuclear (4"-8"-24")*. For perspective, its thermal radiation spans the entire short edge of a standard 6' x 4' table.

ON-MAP NUCLEAR WEAPONS

Some on-map units carry lower-yield weapons with the *Nuclear* special trait. Because of the destructive effect of these weapons, they require a complex sequence of actions to arm. Being pinned can cause their crews to fail.

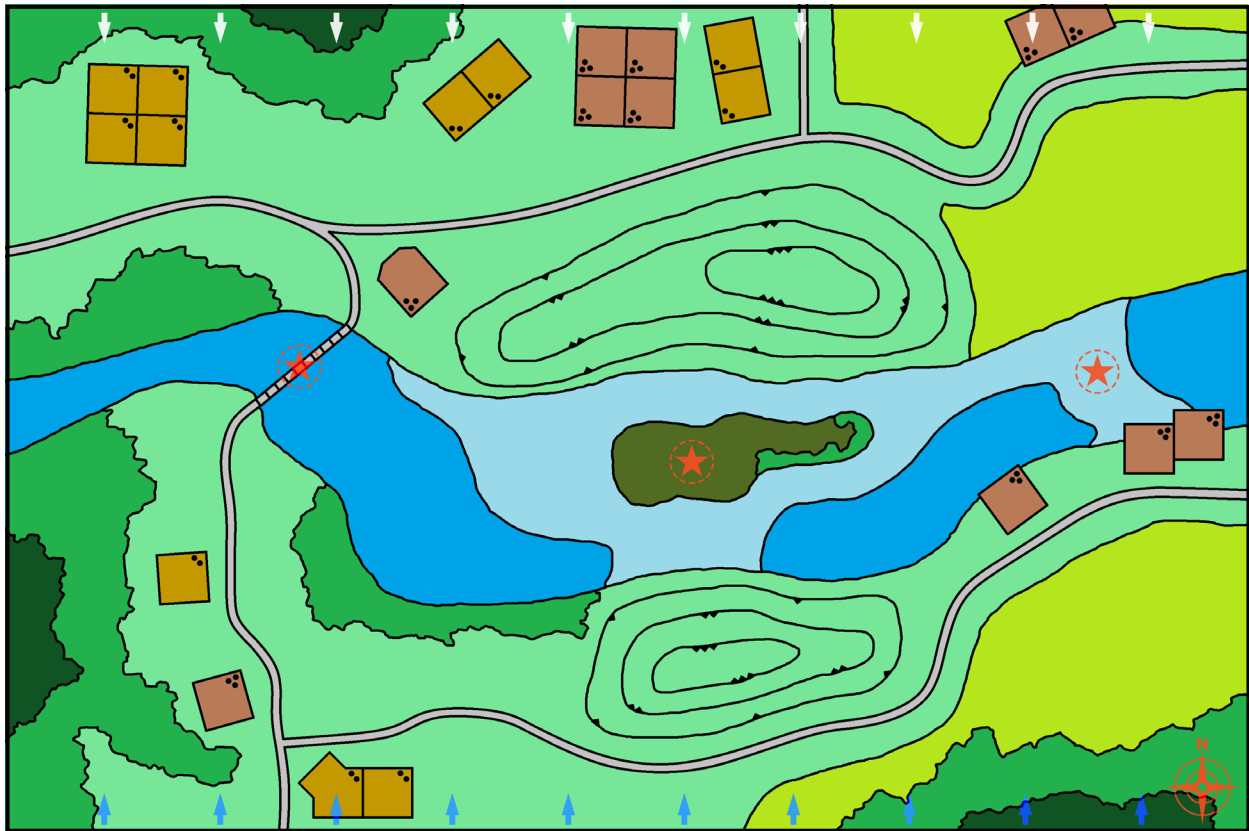
As nuclear weapons have a tremendous area-of-effect, it is impossible for them to truly “miss”; their accuracies are always A++. However, a unit with more pin than its Quality statistic *must* pass a separate 4+ roll to successfully arm and deliver the payload when the attack is resolved. If this roll fails, the firer's turn is spent and the weapon's ammo is refunded. Next round it may try again.

STRATEGIC NUCLEAR WEAPONS

Firelock 198X accurately models the effects of high-yield strategic nuclear weapons. If at any point such a weapon detonates on the table, sweep the entirety of its contents onto the floor and shake hands with your opponent.

APPENDIX J - BEGINNER SCENARIO

CYDOLAND BORDER PATROL - SKIRMISH ON THE HACKENSACK



HACKENSACK RIVER

The border between the Intermarium and the Ebon Forest lies along the edge of the Kantonbergen mountain range in Cydoland, where the snow-capped peaks give way to dense, forested river valleys. Near the city of Hijmeier, the formal border lies along the shallow Hackensack River. Architecture in human and luparic styles can be found on both sides of the river; its banks have changed hands many times. While it has been a long time since the treadmarks of long tank columns cut across the smooth riverbed, this “quiet” border sector remains a hotbed of intrigue, espionage, illegal trading, and recurring back-and-forth raids by small, lightly-equipped formations. One such force is now yours to lead against the enemy. Consider it your first test.

BLUFOR HANDOUT: J-2 - GRAYFOR HANDOUT: J-3 - ONLY READ YOUR OWN HANDOUT!

FORCES

BLUFOR: 1st Platoon, Company B, 1-82 Motor Rifles, “Empty Pockets”. Motorized infantry platoon with light weapons and attached scout-snipers. Deploys on southern table edge.

GRAYFOR: 2e Section, 1er Compagnie, 21e Régiment d’Infanterie Légère, “Stumptails”. Well-armed, aggressive infantry dismounts. Deploys on northern table edge.

MAP & OBJECTIVE

72” x 48” - The misty banks of the peopled Hackensack River: bulging hills, dense woods, and three crossings: Hauer Bridge, Rutger’s Isle, and shallows near the cornfields.

One player must hold more objectives than the enemy by the end of the sixth round, hold all three objectives at the end of a round, or eliminate all enemy TACOMs.

BLUFOR - 1-82 MOTOR RIFLES, “EMPTY POCKETS” 1ST PLATOON, COMPANY B, 1ST BATTALION

Wasn't more'n two days I'd been on post when the sirens rang. Out the door, just after dawn. On the way they filled me in. Dogfaces on the Hackensack—big, mad mugs full of sharp teeth. And me, who'd signed for dental!

- Arnold Knapen, Ranker, 1-82 Motor Rifles

PRELUDE

1st Platoon, Company B, 1st Battalion, 82nd Motor Rifle Regiment: a pompous formal title for fifty-odd drunkards, gamblers, former inmates, and benefits collectors. Garrisoned in Hijmeier, Company B's three platoons must defend the local stretch of the Hackensack against luparic raids coming over the border. This working area is too broad for a static defense, so the company must respond aggressively when the alarm is raised.

1st Platoon was unlucky enough to be the closest on hand today. Its mounted troops roll swiftly for the river, hoping to deny the enemy the chance to cross at all.

1-82 MOTOR RIFLES, “EMPTY POCKETS” 1ST PLATOON - 100 PTS, 3 COMMAND

Uther Section - HQ

Type 68C “Appomattox” - 0 pts (TACOM)

Aart Section - Recoilless Rifle

Type 60 “Grumble” - 10 pts

- [E] States-Grenadiers - 10 pts
- [E] Recoilless Rifle Team - 15 pts

Elmo Section - Ranger Attaches

Type 60 “Grumble” - 10 pts

- [E] States-Grenadiers - 10 pts
- [E] Intermarine Rangers - 15 pts

Olli Section - Mortar

Type 60 “Grumble” - 10 pts

- [E] States-Grenadiers - 10 pts
- [E] Mortar Team - 10 pts

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTELLIGENCE

Roughly twenty minutes ago, embedded spies on the Ebon Forest's side of the river reported GRAYFOR advancing under cover of darkness. Their estimate puts them at about reinforced platoon strength; they will likely outnumber 1st Platoon.

No supporting vehicles were spotted in GRAYFOR. It is almost certain that their force will consist wholly of dismounted infantry and weapons teams. That is cold comfort; lupar are fast runners and trained infiltrators. They may have ambush positions already prepared near the riverbanks in occluding terrain.

Based on previous raiding parties, it's likely that GRAYFOR will bring anti-armor capabilities, most typically man-portable guided missiles and recoilless rifles. 1st Platoon's thin-skinned personnel carriers must take care.

COMPOSITION

1st Platoon is divided into three combat sections (Aart, Elmo, and Olli) and a command section (Uther). Each combat section includes a “Grumble” personnel carrier and a squad of States-Grenadiers.

Grumbles offer high mobility and close-range fire support. States-Grenadiers are effective on the defense, and can assault superior lupar infantry if properly supported.

Aart, Elmo, and Olli sections all feature fire support attaches. Recoilless rifles are powerful direct-fire weapons; mortars pin enemies. Both can screen your troops with smoke. Intermarine Rangers are effective for reconnaissance and sniping, and their laser designators help mark targets for your other weaponry.

Don't let the Appomattox get hit. You're inside it. Without you, your men will all die.

CONSULT J-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - 21E INFANTRIE LÉGÈRE, “STUMPTAILS” 2E SECTION, 1ER COMPAGNIE

The earth was wet before the sunrise. Mud stuck to my feet. Before me—the country of the enemy. And as I watched my sector I smelled the bones in the earth under me, and the steel of their swords. I was not the first to do this.

- Teumo Cairbre, Voltigeur, 21e Légère

PRELUDE

It is the early morning; the rain has kept the blue soldiers in their comfortable barracks. But a little water is no problem for the thick-pelted men of 2e Section, 1er Compagnie, 21e Régiment d’Infanterie Légère—the “Stumptails”. More important things are on their minds: the enemy is near.

At the stroke of midnight, they slipped past the wire of their encampment to embark on their raiding mission. Their orders are to gain access to Federal territory (whether silently or by force), and put the rural industries around Hijmeier to the torch. It will not be easy: the enemy here is well-equipped and numerous.

21E INFANTRIE LÉGÈRE, “STUMPTAILS” 2E SECTION - 100 PTS, 3 COMMAND

1st Groupe - HQ

Company Chief - *0 pts (TACOM)*

Chasseurs - *10 pts*

2nd Groupe - Recoilless Rifle

Chasseurs - *10 pts*

Recoilless Rifle Team - *15 pts*

3rd Groupe - Anti-Armor

Subaltern Team - *10 pts*

Chasseurs - *10 pts*

Guided Missile Team - *20 pts*

4th Groupe - Mortar

Chasseurs - *10 pts*

Hima Team - *15 pts*

INTELLIGENCE

Forward scouts on the Federal side of the Hackensack report an inbound rapid-reaction force, mounted in personnel carriers and estimated at platoon strength. While 2e Section likely outnumbers the enemy, BLUFOR’s personnel carriers will give them the edge in tactical mobility, especially on roads, and can offer deadly close-range fire support.

Federal infantry are inferior to lupar equivalents in close-quarters battle. They will likely attempt to keep their distance. You will have to find a covered route to their throats.

COMPOSITION

2e Section is divided into one headquarters and three combat groupes. All four groupes contain a squad of Chasseurs, who are superior infantry in almost all respects.

The second, third, and fourth groupes include fire support options. Recoilless rifles are deadly, versatile direct-fire weapons. The “Hima” shoulder-fired gun-mortar can be used for both indirect fire or close-range vehicle hunting. Both can screen your assault troops with smoke.

Guided missiles offer massive anti-armor firepower at extreme range. A personnel carrier has no hope of surviving a hit from one.

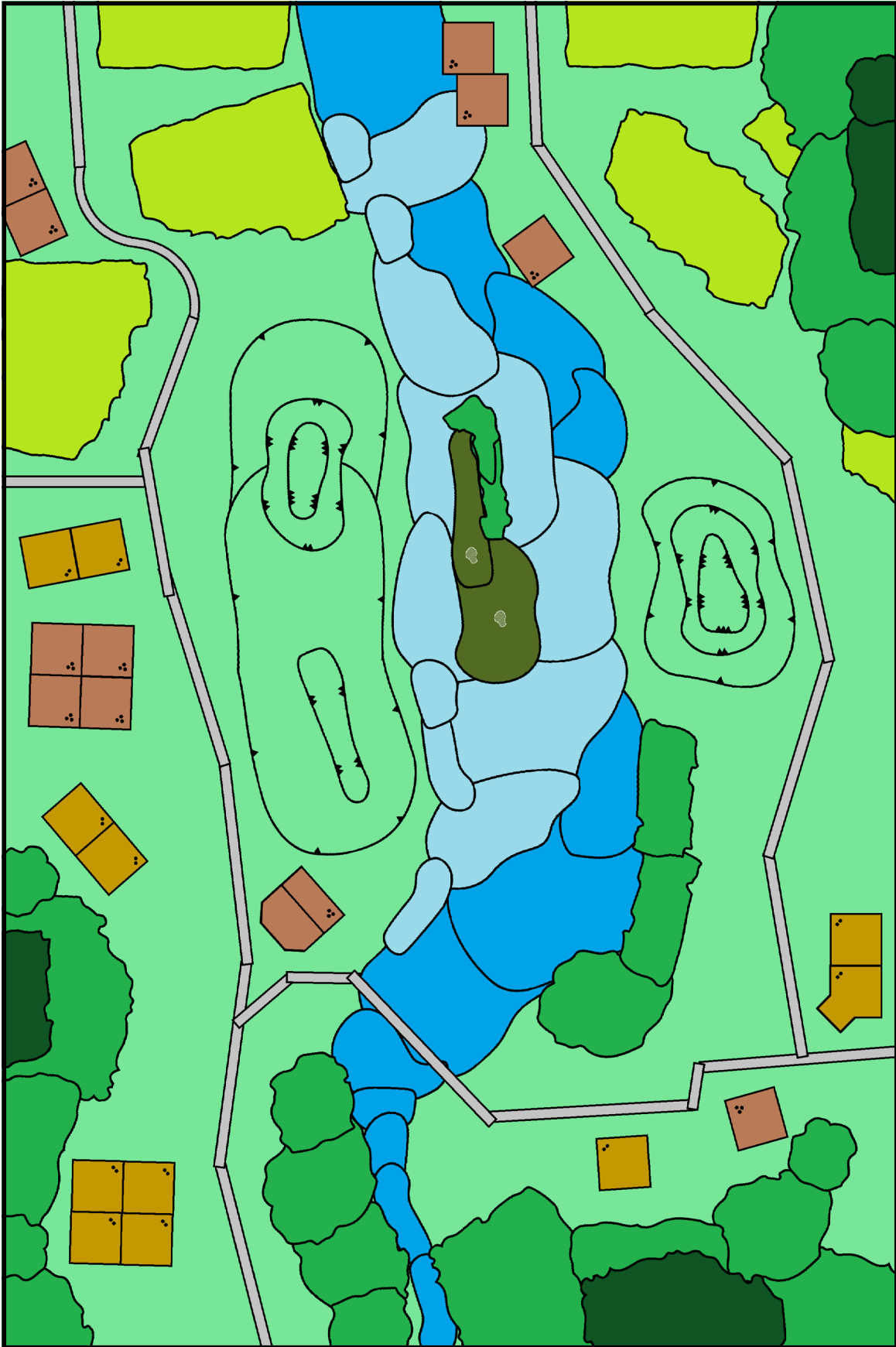
It may be necessary to attack over open ground. If so, coordination and speed will be necessary. The section’s subaltern, Hietanen, can help keep your troops moving across a wide front with his own brigade moves.

As the company chief, your guard is an effective combat unit all its own. But remember: you are at its head. If you die, the mission (and your men) are doomed.

Remember: most of your force has the *Infiltrator* special rule (see **FM 100-2-8X**).

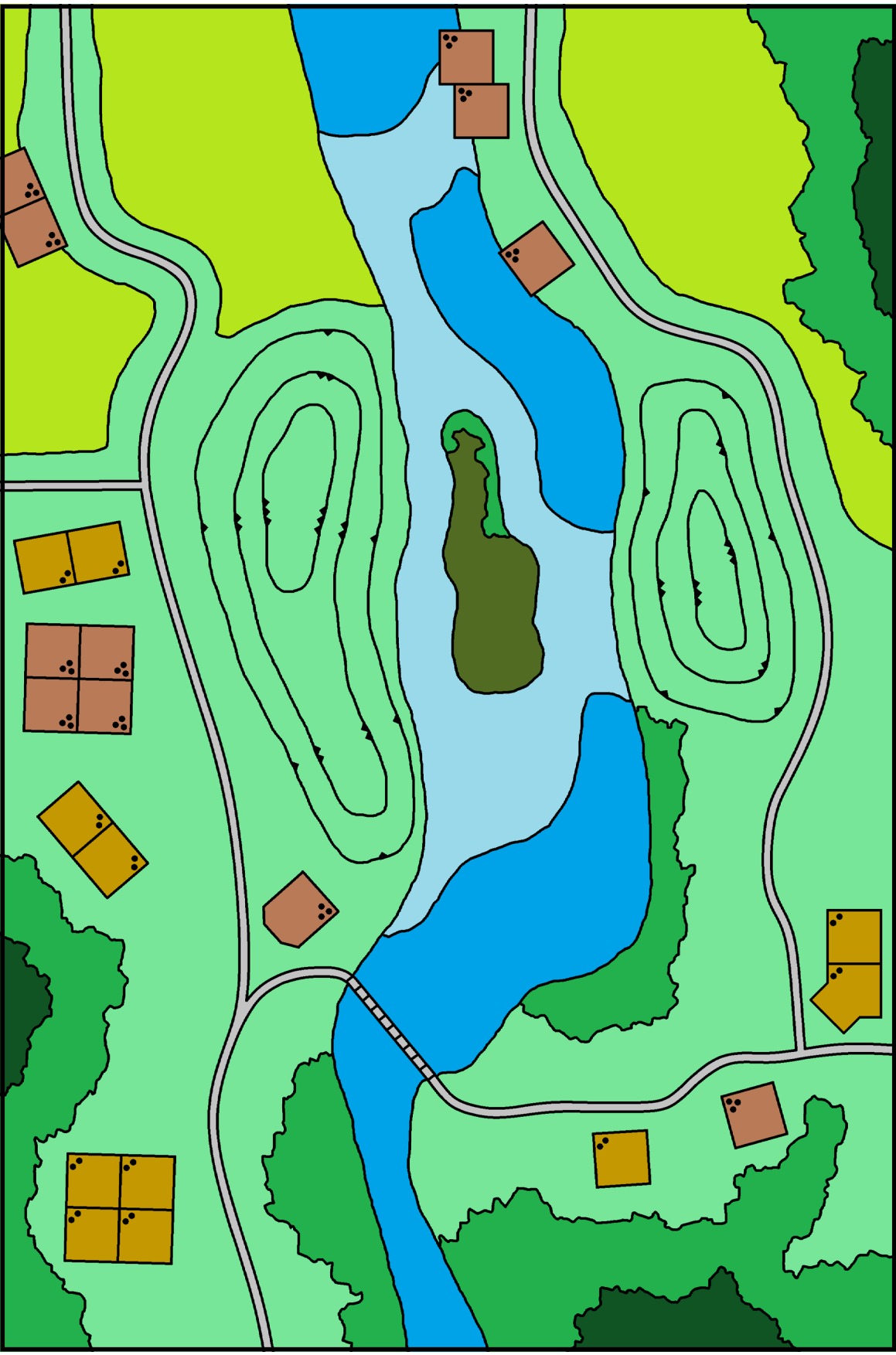
**CONSULT J-6 FOR DEPLOYMENT
INSTRUCTIONS & OBJECTIVES!**

* Made with printable terrain from **FM 30-1-8X**. The map below is illustrative.
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



FM 1-8X - MAP, BUILDABLE

FM 1-8X - MAP, CANONICAL



CYDOLAND BORDER PATROL - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

BLUFOR and GRAYFOR roll for initiative and do alternating deployments according to standard rules. BLUFOR deploys on the southern edge. GRAYFOR deploys on the northern edge.

GRAYFOR's *Infiltrators* may opt to either infiltrate or deploy by moving as normal.

OBJECTIVES

Hold more objectives than the enemy by the end of the sixth round, hold all three objectives at the end of a round, or eliminate all enemy TACOMs within six rounds.

SPECIAL MECHANICS

None.



82ND MOTOR RIFLES
"EMPTY POCKETS"



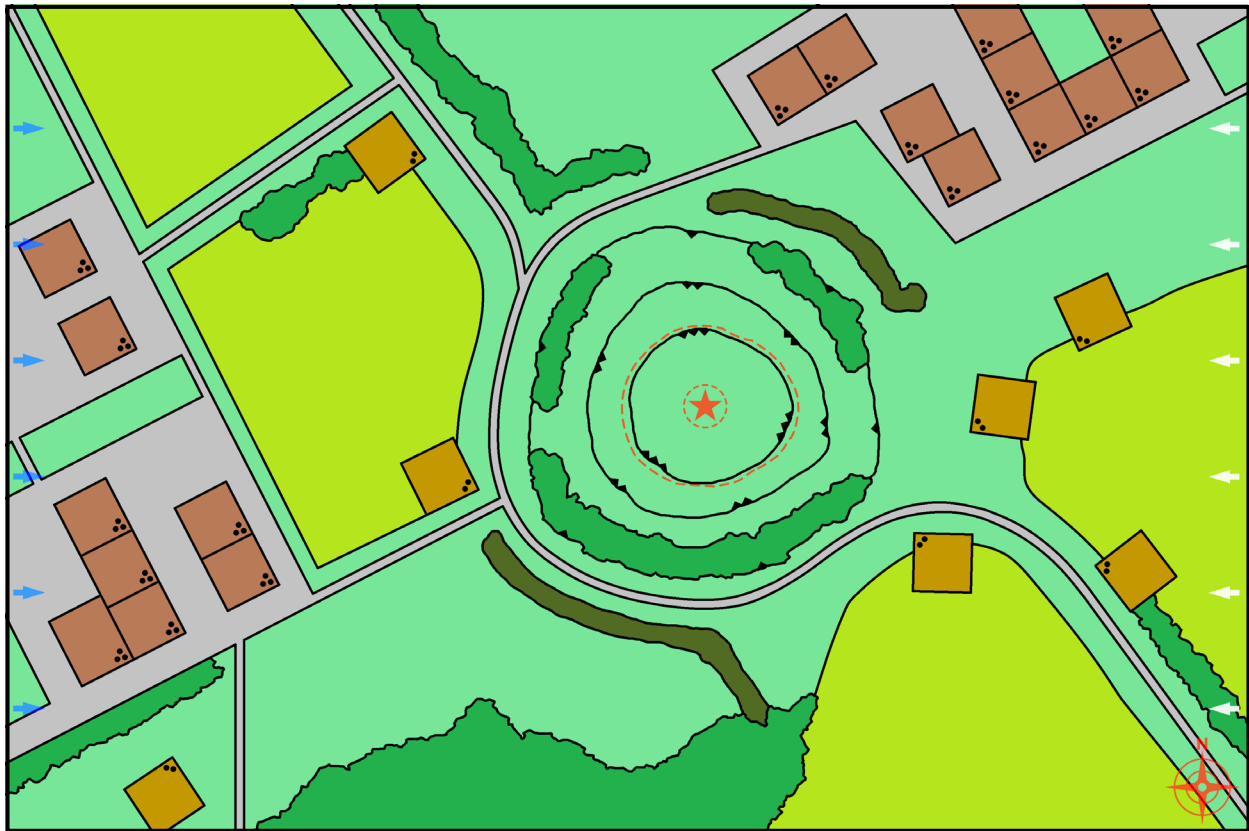
21E INF. LEGERE
"STUMPTAILS"



"What's th' moter rifle platoon manyul say 'bout that, sir?"

APPENDIX K - INTERMEDIATE SCENARIO

“LOOSE CHANGE” WARGAME EXERCISE - BATTLE OF HILL 9



PROVING GROUNDS

Round-the-clock training exercises are proctored at the Klein Grotehaven Proving Grounds, a Federal military base situated about two hours' drive from the city of Grotehaven; of the base's nearly twelve hundred square kilometers of training space, over half is dedicated to the *Complex Scenarios in Mixed Terrain* (CSMT) mock battlefield. Units from across the Intermarium are summoned to participate in elaborate wargames, on terrain ranging from idyllic hamlets to mine-ridden trenchworks, using an innovative laser-based combat simulation system. Today's exercise is between the 490th Armor Regiment, out of the city of Vlaand, and Grotehaven's own 1st Rapid Reconnaissance. Both home and away teams seek to make their cities proud.

BLUFOR HANDOUT: K-2 - GRAYFOR HANDOUT: K-3 - ONLY READ YOUR OWN HANDOUT!

FORCES

BLUFOR: Company A, 2-490 Armor, “Canebrakes”. Mechanized infantry and tanks with strong breakthrough capability and excess manpower. Deploys on western table edge.

GRAYFOR: Company D, 1-1 Rapid Reconnaissance, “Kemp’s Picket”. Infantry in wheeled transports and rangers specializing in rapid attack. Deploys on eastern table edge.

MAP & OBJECTIVE

72” x 48” - Two “industrial lots” divided by the commanding Hill 9. Land around the hill is gently rolling. Uncovered roadways are flanked by unmown grass and planted treelines: quintessential Intermarine geography.

One player must either hold the top of Hill 9 with infantry for three rounds uncontested or eliminate all enemy TACOMs.

BLUFOR - 2-490 ARMOR, "CANEBRAKES" COMPANY A, 2ND BATTALION

I popped up on one of them cigar-chompers from the 1st whose hat I saw over a bush. So's I spray my little bullet hose all over 'em an' hear his vest chirpin' an' feel my blanks kickin', an' when I'm done I says, "you're dead!"

Well, that son-of-a-gun stood right back up, said, "nuh-uh," and shot me til' I chirped too.

- Herc Matthieu, Ranker, 2-490 Armor

PRELUDE

The 490th's regimental headquarters has chosen Hill 9, a commanding position over the eastern CSMT, as an ideal post for forward observation against the elusive 1st Rapid, who prefer to fight guerilla. Its summit is marked with filled foxholes and the crushed cigar butts of a dozen command posts from previous exercises.

Company A of the 2nd Battalion has been detached from the main thrust to seize Hill 9. Strike hard and strike fast.

2-490 ARMOR, "CANEBRAKES" COMPANY A - 200 PTS, 7 COMMAND

Uther Section - HQ

Type 68C "Appomattox" - **0 pts (TACOM)**
Type 55MC "Razorback-MC" - **30 pts (TAC)**
Type 55M "Razorback-M" - **40 pts**

Aart Section - Infantry

Type 68 "Bantam" - **20 pts**
- [E] States-Grenadiers - **10 pts**
- [D] Reservists - **5 pts**
Type 68 "Bantam" - **20 pts**
- [E] States-Grenadiers - **10 pts**
- [D] Reservists - **5 pts**

Isaac Section - Fire Support

LaF-18 "Ox" - **10 pts**
- [T] 2K52 "Wheat" - **25 pts**
- [E] MANPADS Team - **10 pts**
- [E] Mortar Team - **10 pts**
- [D] Reservists - **5 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTELLIGENCE

According to 2nd Battalion's scouts, GRAYFOR is moving a company-sized element toward Hill 9. Evidently they want to steal our smoking spot.

GRAYFOR is mounted primarily in lightly-armored personnel and weapons carriers. Though they lack the 490th's heavy armor, they make up for it with road speed and long-range firepower.

A utility helicopter is known to be part of GRAYFOR, all but confirming the presence of Intermarine Rangers in their number. Their laser designators make them highly efficient spotters for anti-tank weaponry.

Most of GRAYFOR's anti-tank capability is in guided missiles. Suppress these when spotted and cover your advance with smoke.

COMPOSITION

Company A's "Razorback" main battle tanks enable a steady, aggressive advance. Because one of your Razorbacks is also one of your TACOMs, the other Razorback should always take the lead when opening fire.

Four infantry squads are available for reconnaissance and assault work, though half are borrowed from the regiment's rear-line platoons. Their "Bantam" infantry fighting vehicles will be valuable for fire support.

An "Ox" logistics truck provides both a ride for dismounted weapons teams and a towing service for the 2K52 howitzer attached to your company. It can also resupply your tanks with fresh ammunition. It is completely unarmored; keep it out of the enemy's sights.

Your howitzer can provide powerful fire support, but you will have to risk your TACOMs to call in fire missions. The Razorback-C will hold up on open ground better than the Appomattox, although it'll still be a priority target.

CONSULT K-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

INTERMEDIATE SCENARIO - K-2

GRAYFOR - 1-1 RAPID RECON, "KEMP'S PICKET" COMPANY D, 1ST BATTALION

How'd the 490th do? Well, I'll tell you one thing: they sure as hell know how to march in a straight line.

- Whedon van Speck, Captain, 1-1 Rapid Recon

PRELUDE

In this exercise, BLUFOR was tasked with crushing 1st Rapid Recon. 1st Rapid Recon was tasked with being a major pain in the ass. They've spread thin over the CSMT, striking at comms lines and avoiding open battle.

1st Rapid's men know the CSMT like the back of their hand: after all, they're the home team. The away team always goes for Hill 9, and for good reason: Hill 9's got a clear shot over the whole neighborhood.

Company D of the 1st Battalion has orders to take and hold Hill 9. This time, though, BLUFOR's well ahead of schedule.

INTELLIGENCE

Forward scouts have spotted a company scale BLUFOR element advancing on Hill 9 at high speed. Confirmed units include "Razor-back" main battle tanks, "Bantam" infantry fighting vehicles, and a towed 2K52 howitzer.

BLUFOR is laid out in classical mechanized infantry fashion: all massed firepower, armor, and speed. They'll seek to crush you on open ground, and then finish it up close with an infantry assault supported by big guns.

COMPOSITION

Company D's "Grumble" transports are spacious enough to transport weapons teams alongside regular infantry squads. Their speed and light armor makes your Grumbles and derived weapons carriers flexible in deployment, but vulnerable when exposed. Ambush and reposition: don't try to slug it out with a tank when your armor's barely bulletproof.

Your own armored support is lighter than the enemy's: a pair of "Duck" light tanks, one of which is a command variant. They're fast and punchy, ideal for flanking and fire support.

An accompanying team of Intermarine Rangers has joined your force by helicopter. This gives you an advantage in spotting, but the enemy almost certainly knows you possess aircraft and Rangers as a result. They have likely brought anti-air countermeasures.

The Appomattox is best parked where nobody can see it. Move it out of your column and into cover as soon as spotting is likely.

Your wheeled vehicles allow you to take forward ground more quickly than your opponent. Take good ground before the enemy can.

CONSULT K-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

1-1 RAPID RECON, "KEMP'S PICKET" COMPANY D - 200 PTS, 7 COMMAND

Uther Section - HQ

Type 68C "Appomattox" - **0 pts (TACOM)**

Type 52C "Duck-C" - **15 pts (TACOM)**

Type 52 "Duck" - **20 pts**

Aart Section - Infantry

Type 60 "Grumble" - **10 pts**

- [E] States-Grenadiers - **10 pts**

- [E] Recoilless Rifle Team - **15 pts**

Type 60 "Grumble" - **10 pts**

- [E] States-Grenadiers - **10 pts**

- [E] Recoilless Rifle Team - **15 pts**

Elmo Team - Reconnaissance

HZN-18 "Moose" - **15 pts**

- [E] Intermarine Rangers - **15 pts**

- [E] ATGM Team - **10 pts**

Isaac Section - Fire Support

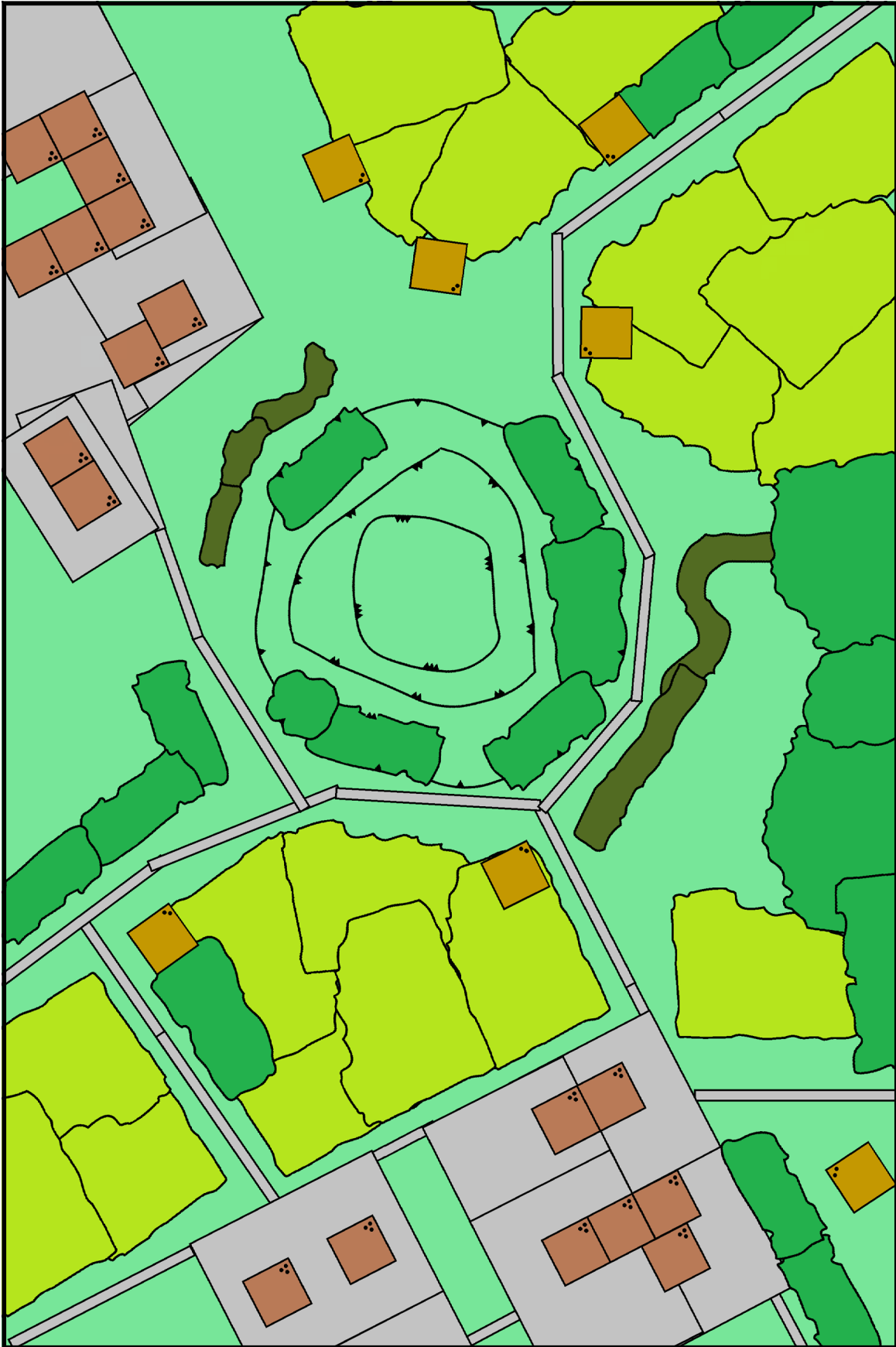
Type 60AT "Runner" - **25 pts**

Type 60MD "Wave" - **30 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

All written tows/infantry mountings are strictly advisory.

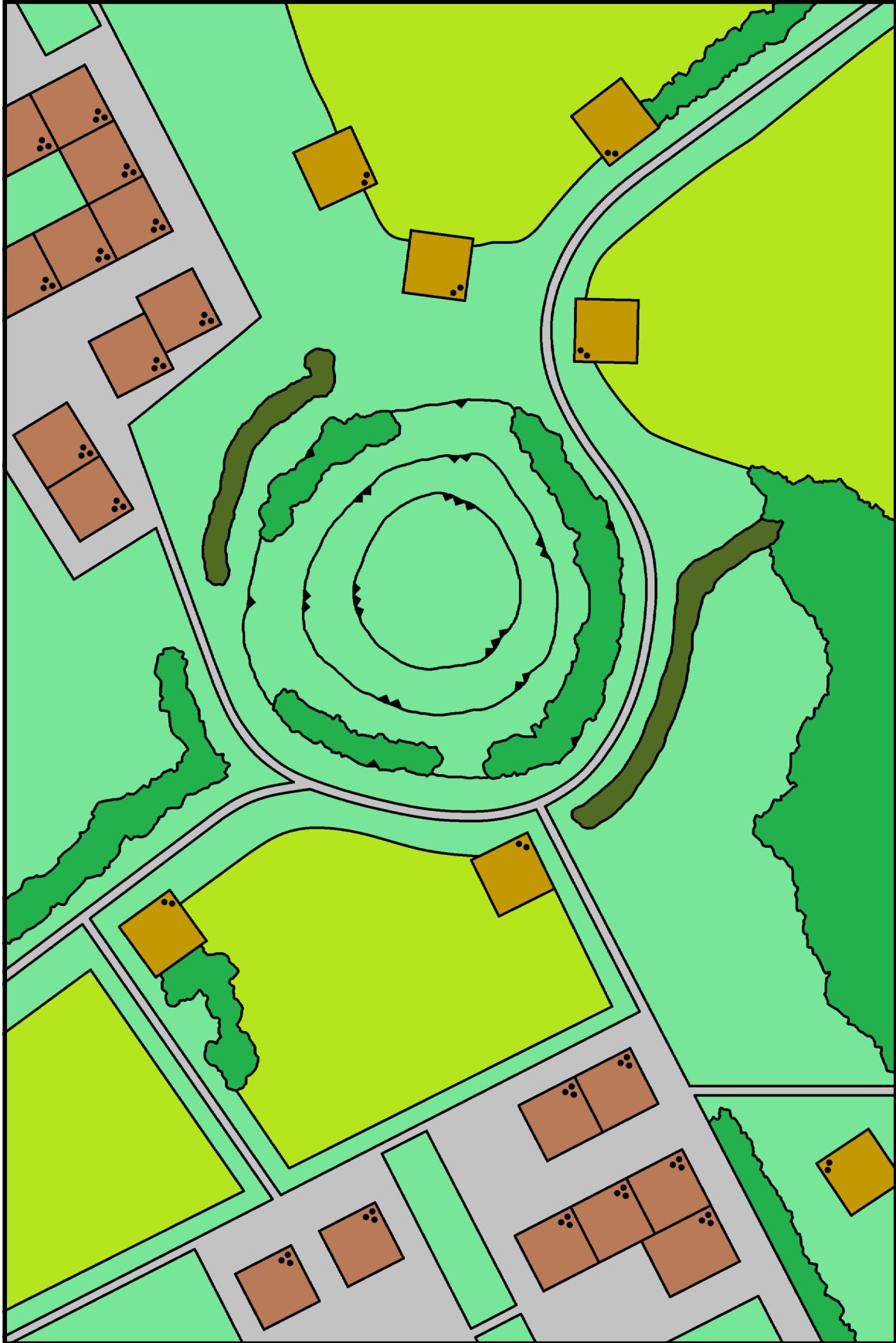
* Made with printable terrain from **FM 30-1-8X**. The map below is illustrative.
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



K-4 - INTERMEDIATE SCENARIO

FM 1-8X - MAP, BUILDABLE

FM 1-8X - MAP, CANONICAL



INTERMEDIATE SCENARIO - K-5

“LOOSE CHANGE” - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

BLUFOR and GRAYFOR roll for initiative and do alternating deployments according to standard rules. BLUFOR deploys from the western edge. GRAYFOR deploys from the eastern edge.

Neither army has units with special deployment conditions.

OBJECTIVES

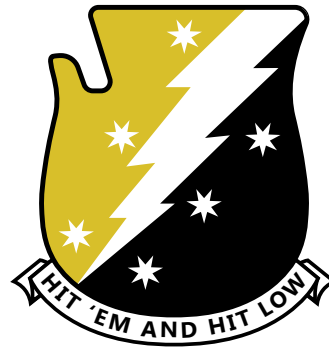
Hold infantry inside of the summit of Hill 9 (the Height 3 contour line) for three consecutive rounds uncontested or destroy all enemy TACOMs within eight rounds.

SPECIAL MECHANICS

None.



490TH ARMOR
“CANEBRAKES”



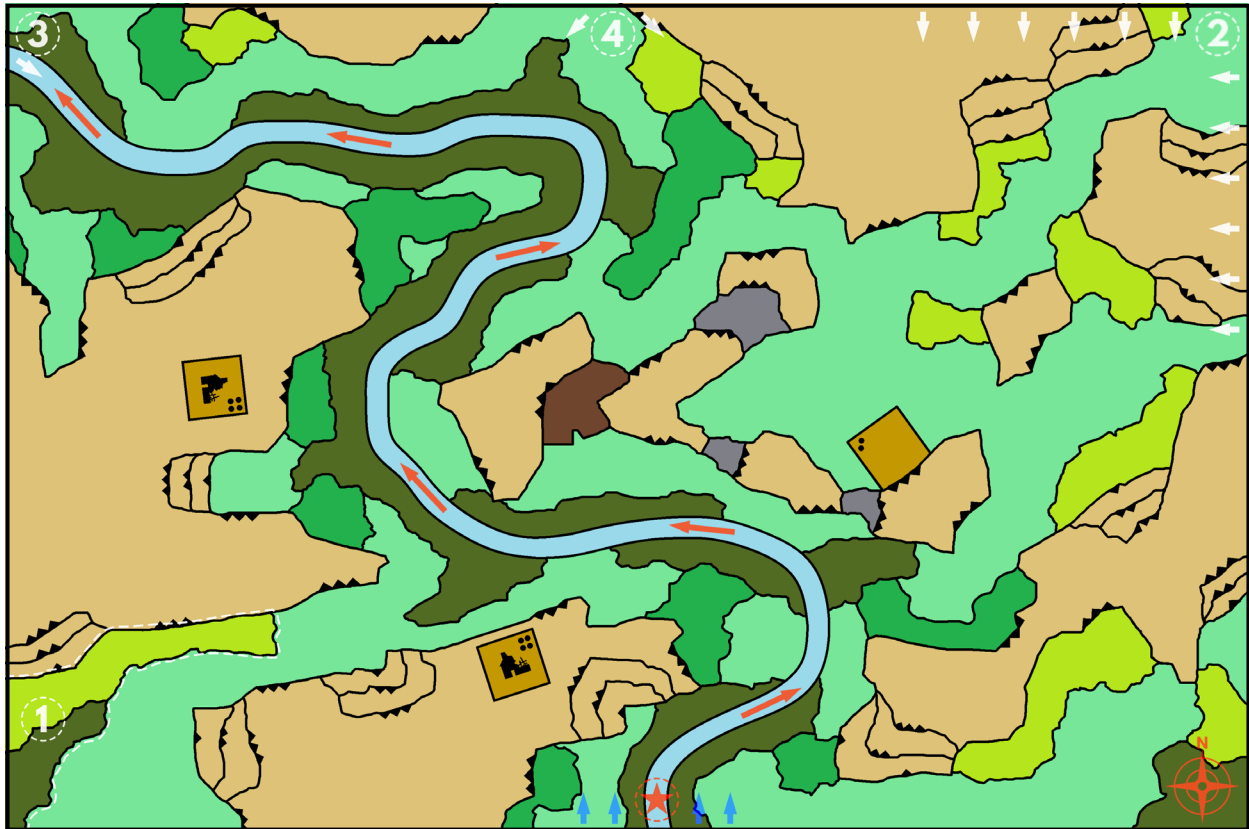
1ST RAPID RECON.
“KEMP’S PICKET”



“Yer spos’d t’ be playin’ dead!”

APPENDIX L - ADVANCED SCENARIO

BINOCHÉ INSURGENCY - AMBUSH ON THE DOWAGER'S CONVOY



AUBANER RIVER

For some tribes of the Gathering, bribes and promises of paved roads are enough to compel renewed oaths of loyalty. For others, those oaths are compelled before the unblinking muzzle of a 4-gauge shotgun. The latter was the case with Clan Binoché, whose dowager-chieftess was taken as a final insurance of submission after two months of violent resistance. An armored prison barge flanked by the Internal Security troops of the 99e Régiment de l'Interieur now carries her down a snaking tributary of the Aubaner River. The commander of these forces intends to make good time to the 99e's cantonment at Plinth Mons, but a coalition headed by Clan Binoché's long-time rivals, the Darrigrands, seeks to head them off.

BLUFOR HANDOUT: L-2 - GRAYFOR HANDOUT: L-3 - ONLY READ YOUR OWN HANDOUT!

FORCES

BLUFOR: 1e Demi-Section, 5e Compagnie, 99e Régiment de l'Interieur, "Voulgiers-à-Pied". Armored shock infantry and heavy carriers. Deploys on the river at the southern edge.

GRAYFOR: Chief Aloysius's House Guard, Clan Darrigrand. Hot-blooded guerillas, cutthroats, and bushmen. Deploys from the southwestern, northwestern, and northeastern corners.

MAP & OBJECTIVE

72" x 48" - A shallow river at low tide meandering through weedy, gravelly backcountry, flanked by anemic woods and silt-swept buttes. Low ruins dot the horizon.

BLUFOR must escort the Prisoner Barge to the western map edge to win. GRAYFOR must capture the Prisoner Barge before it leaves the map. Otherwise, eliminate all enemy TACOMs.

BLUFOR - 99E DE L'INTERIEUR, "VOULGIERS-Á-PIED" 5E COMPAGNIE (CONSOLIDATED)

The Darrigrands are pig-heads. They fight for the right to shoot the dowager.

She means nothing to us. One day we will put her to the wall and shoot her with the rest of them.

- Rawl Corbin, Caporal, 99e Interieur

PRELUDE

For two months, the 99e Régiment de l'Interieur has struggled to isolate and destroy the Binoche insurgency. Several early successes on the rebels' part have since been traced to faulty intelligence from local A.E.F. garrisons. It is believed that they are shot through with sympathizers.

By covertly allying with Clan Binoche's rivals, Clan Darrigrand, the 99e has finally found and crushed the rebellion. The Binoche hideaway is a burning husk, as is their chieftain. His wife and successor, the dowager-chieftess, is now chained alone to the floor of a requisitioned cattle barge. She will sue for her life with the names of A.E.F. co-conspirators.

99E L'INTERIEUR, "VOULGIERS-Á-PIED" 5E CO. - 300 PTS, 12 COMMAND

1er Groupe - Escort

VBD-3 "Motte" - **20 pts**
- [E] I.S. Escort - **15 pts (TACOM)**
CdA-36 "Broomcloud" - **25 pts**
CdA-25 "Saucer" - **20 pts**

2e Groupe - Infantry

VBD-3 "Motte" - **20 pts**
- [E] I.S. Escort - **15 pts (TACOM)**
VBD-1 "Tanner" - **10 pts (x3)**
- [E] Internal Security - **20 pts**

3e Groupe - Armor

VBD-3 "Motte" - **20 pts**
- [E] I.S. Escort - **15 pts (TACOM)**
Char 30 "Veldjen" - **20 pts (x3)**

* [E] - Embarked | [D] - Desanting | [T] - Towed

The regiment's 5e Compagnie, an ad-hoc grouping of survivors from destroyed units, has been tasked with the dowager's security detail. They spirit her through the canyons of the Aubaner to an Internal Security garrison at Plinth Mons.

INTELLIGENCE

The treacherous Darrigrand dogs seek the dowager's head, come what may between their jaws and her lifeblood.

Known elements of the Clan Darrigrand are mostly poor, rifle-equipped militia with a handful of machine guns, man-portable heavy weapons, and "Kennel" technicals; their chieftain Aloysius, a noted spiritualist, is said to keep Waykeepers in his personal retinue.

However, the Darrigrands are also implicated in numerous thefts of A.E.F. property, from pilfering burnt-out tanks to raiding artillery pools. Most claims are hard to verify, but Aloysius is well-connected. Expect anything.

COMPOSITION

2e Demi-Section's security detail has been deployed "dark"—without the collaboration of local A.E.F. elements—thus limiting its infantry equipment to the Internal Security urban-fighting standard. They are very tough, but poorly equipped for fighting on open ground.

A "Broomcloud" anti-air gun provides well-rounded fire support, but is relatively thin-skinned. 3e Groupe's flame-spouting "Veldjen" tanks are fairly outdated, but are your best spearhead nonetheless.

Your veteran commanders in their hardy "Motte" armored personnel carriers provide many surplus command tokens. You can afford to independently move most units.

Keep your convoy in cover under the shadow of the canyons to minimize losses.

CONSULT L-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

ADVANCED SCENARIO - L-2

GRAYFOR - ALOYSIUS'S HOUSE GUARD

I saw victory in the entrails of our fowl. Is that not enough? Know ye the price of inaction?

- Red Curteis, Haruspex, Clan Darrigrand

PRELUDE

Chief Aloysius said nothing when the army cut his elms for telephone poles, and when the Internal Security built a prison on his mountain, he said nothing still. The Darrigrands were promised nothing, and they gave nothing in return. Aloysius did not think of the Regent. He thought only of Clan Binoche and the horror his grudge would wreak upon them.

While Clan Binoche fought the 99e Interieur, Aloysius planned. He pawned guns and stole tanks. From bandits he called favors, and to mercenaries, he gave them. Then, one smoldering hot night, Chief Aloysius had a dream. He was lapping the dowager's blood from the bank of a swelling river.

The time had come, and Aloysius followed his omen. By morning, every hired gun outside of Plinth Mons was riding to join him at the head of the Aubaner River.

INTELLIGENCE

Chief Aloysius has chosen to engage without reconnaissance. Being an Internal Security detail, the convoy will probably be mostly "Motte" infantry fighting vehicles, Internal Security shock troops, and tanks.

COMPOSITION

The Clan Darrigrand warband is replete with light infantry and Kennel technicals: frail, but many. The only hope the clan has of defeating GRAYFOR's armored fighting vehicles is in a few looted anti-tank guns: the "Lugus" recoilless rifle carrier, the "Saucer" tank destroyer, and the DAG-16 "Cherry" howitzer.

Clan Darrigrand's starting disposition is extremely scattered. You must choose where you will concentrate your force wisely.

Chief Aloysius does not let his mystic advisors fight outside of his own retinue. Some of the Youths must be held back to benefit from the Waykeepers' guidance.

The "Longdrink" pirates and their "Hima" mortar are a sure way to stop the convoy in its tracks, but they are the furthest units out of position.

The hired bush pilots, and the flat-faced sell-rotor Otiis Bacuundijk, are a good way to destroy personnel carriers at range as long as GRAYFOR has no air defense.

CONSULT L-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

CLAN DARRIGRAND & MERCENARIES HOUSE GUARD - 300 PTS, 9 COMMAND

Clan Darrigrand Youths - Guerillas (1)

Company Chief - **0 pts (TACOM)**

Territorials - **5 pts (x5)**

Machine Gun Team - **10 pts**

Recoilless Rifle Team - **15 pts**

Chief Aloysius & Trophy Army - A.T. (2)

CdS-1 "Kennel" - **10 pts**

- [E] Waykeepers - **15 pts**

CdS-1 "Kennel" - **10 pts**

- [E] Company Chief - **0 pts (TACOM)**

- [T] DAG-16 "Cherry" - **25 pts**

CdS-1 "Kennel" - **10 pts**

- [E] Ironpelts - **15 pts**

VBD Special "Lugus" - **25 pts**

CdA-25 "Saucer" - **20 pts**

"Longdrink" River Pirates - Support (3)

VdIM-K "Karve" - **10 pts**

- [E] Company Chief - **0 pts (TACOM)**

- [E] Machine Gun Team - **10 pts**

- [E] Hima Team - **15 pts**

- [E] Recoilless Rifle Team - **15 pts**

- [D] Territorials - **5 pts**

Otiis Bacuundijk - Mercenary (4)

HzN-18B "Bison" - **25 pts (FM 100-1-8X)**

- [E] Bounders - **20 pts**

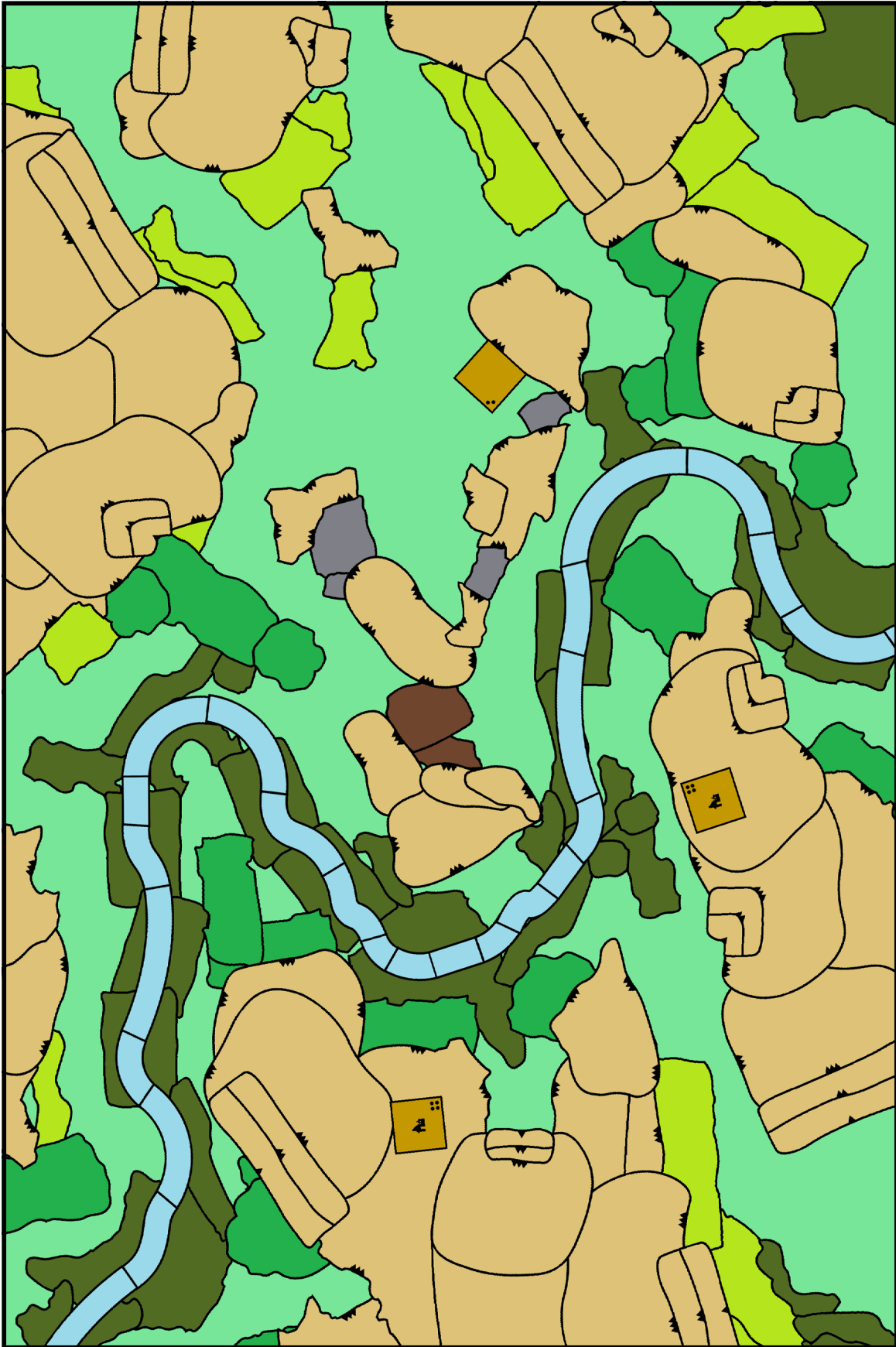
Hired Bush Pilots - Planes**

R-2 "Chien de Chasse" - **10 pts (x2)**

* [E] - Embarked | [D] - Desanting | [T] - Towed

** Strafing lines originate from the northern board edge.

* Made with printable terrain from **FM 30-1-8X**. The map below is illustrative.
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



BINOCHÉ INSURGENCY - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

GRAYFOR goes first. The first GRAYFOR deployment group (labeled 1) may choose to *Infiltrate* the map anywhere within 20" of the southwestern corner. Any units which do not *Infiltrate* now may deploy later.

Second, BLUFOR's entire force deploys within 6" of the river on the southern edge and moves according to standard deployment rules.

Third, the second GRAYFOR deployment group (labeled 2) deploys from any part of the northern or eastern table edge that is within 20" of the northeastern corner. Youths which did not *Infiltrate* before may now deploy either on foot or embarked or desanting on any vehicle they wish. All units in this step may move according to standard deployment rules.

Fourth, the third GRAYFOR deployment group (labeled 3) deploys embarked and desanting on its transport at the table edge without moving.

Fifth, the fourth GRAYFOR deployment group (labeled 4) deploys anywhere on the northern edge and moves according to standard deployment rules.

Lastly, the Prisoner Barge deploys on the river at the southern table edge without moving.

OBJECTIVES

BLUFOR must ensure that the Prisoner Barge exits the map from the western table edge. GRAYFOR must capture the Barge by having an infantry unit in basal contact with it during the Objective Phase while there is no BLUFOR unit to contest the capture within 6". Otherwise, eliminate all enemy TACOMs.

SPECIAL MECHANICS

The Prisoner Barge is a small dry bulk barge which has been converted into a compartmentalized prisoner transport. It is unarmed and, in this instance, uncrewed except for a helmsman and a single compliance officer watching the dowager.

The Barge has been ordered to push through the Darrigrand ambush and will proceed down the river no matter what.

BOA33 "NAIL" - 0 pts

PRISONER BARGE

Vec, H2, S0", M8", Q1, T*

Watercraft, NBC

**Cannot be targeted or carry desanting units.*

Though it is moved by the BLUFOR player, the Barge unit functions as a neutral vehicle which acts independently of any player's orders. It offers no advantage to BLUFOR, as it is unable to spot targets for them. The Barge is untargetable by GRAYFOR. *Radius* attacks with a chance to kill cannot be declared by either player with the Barge inside the radius.

GRAYFOR can win by capturing the Barge. To capture the Barge, GRAYFOR must have an infantry unit in basal contact with the Barge with no BLUFOR units to contest the capture within 6".

During the Objective Phase, the Barge obligatorily moves 8" along the river toward the western table edge.

If the Objective Phase ends with the Barge in full basal contact with the western table edge, and GRAYFOR is not capturing it, BLUFOR wins.

If the Objective Phase ends with GRAYFOR capturing the Barge anywhere on the map, and BLUFOR is not contesting it, GRAYFOR wins.

The Barge cannot move if it is in basal contact with an enemy unit, but it may move through friendlies to reach its destination. If the Barge runs into an enemy unit during its Objective Phase movement, its move action immediately ends. It cannot move again until the enemy unit in front of it has been removed.



**99E DE L'INTERIEUR
"VOULGIERS-Á-PIED"**

THE STENCH OF TREASON was thick on the hides of the backwater Chasseurs. Any course but that which we sought would have been failure. I commanded the convoy, and I ordered the raid. The catastrophe, the slaughter! The casualties piled at the doors of the boat and the longhouse. The cost was enormous. I would wager as many again. Again. Every time, I would rise to the order, raise my arm, and let loose my soldiers.

To charge.

To the death.

Look at this picture and the faces of the criminals. Look with your hunter's eye, as an animal would. Do you feel the pangs of reflection? Of recognition? Can you speak your thoughts as a man, or only growl as a wolf?

Aloysius. You didn't think I would be so stupid. You didn't think, Aloysius, that I could understand you.

We custodians of the future stoop to new lows so that we cannot be intimidated.

Tooth and claw.

- Monte Kondo, Capitaine, 99e Interieur



**CLAN DARRIGRAND
ALOYSIUS'S HOUSE GUARD**

MISSIVE: *Hark all Staff of the Aubaner.*

For Robbery, Murder, and Lèse-majesté.

A full Purse and worldly Privilege to every faithful Functor of the King cooperative in the delivery to justice of the pictured and yet unaccounted Darrigrand Villains.

Hoch Darrigrand, 16 years of age, niveal pelt. Favorite Heir.

Aloysius Darrigrand, 33 years of age, uneven gait. Author of the Malefactions.

Red Curteis, 45 years of age, double-split-head. Confidante and Mystic Vizier.

Belvedere Garou, 31 years of age, missing one tooth and one eye. Captain of His Guerillas.

Theodoric Michel, 22 years of age, mute imbecile. Infamed Cannibal Berserker.

Har Perrine, 21 years of age, Patricide. Bodyguard.

Eitrig Poisson, 20 years of age, Deserter. Bodyguard.

Alaau, 18 years of age, Orphan. Bodyguard.



APPENDIX M - RYGOLIC SCENARIO AND WE SAW, CHAPTER 6 - GHENT'S MEETING ENGAGEMENT



AUTOSTRADA EÑIGA

At the beginning of Gheritt Ghent's acclaimed war chronicle *And We Saw*, the N.R.H. has only just begun its counterattack at the base of the Tierra Regada salient. Inland, violence is hotly escalating between Baron Senguer Zarój and the Host invaders, but coastal regions have remained relatively cool. Ghent, now a fresh ranker in the 848th Motor Rifles, is among some of the first Federal intervention troops deployed to support Zarój. This engagement, described in Chapter 6, detail's Ghent's first assignment at the now-famous Autostrade Eñiga junction, which would go on to host many battles between Federal, Rygolic, and Santagrine forces of varying allegiance. For now, though, Ghent's unit faces only light resistance: Security Element Jasper-15.

BLUFOR HANDOUT: M-2 - GRAYFOR HANDOUT: M-3 - ONLY READ YOUR OWN HANDOUT!

FORCES

BLUFOR: 1st Platoon, Company E, 2-848 Motor Rifles, "Woolsocks". Clearing patrol with a complement of conscripted pathfinders. Deploys at the southern edge.

GRAYFOR: Security Task Element Jasper-15. Mobile infantry equipped with light but capable carriers and fire support. Deploys at the northern edge.

MAP & OBJECTIVE

36" x 48"* - Rural highway cutting tawny flatland. Abandoned Santagrine households rest between thin strips of deciduous forest.

BLUFOR must garrison at least one unit in one of the two marked buildings for two rounds to win. GRAYFOR must survive five rounds to win. Otherwise, either player may win by eliminating all enemy TACOMs.

BLUFOR - 2-848 MOTOR RIFLES, "WOOLSOCKS" 1ST PLATOON, COMPANY E, 2ND BATTALION

"Wilkes told the Lieutenant that we would have no howitzer support because the artillerymen had gotten too many requests and started arguing. So it goes."

- Gerrit Ghent, from *And We Saw*, p. 49

PRELUDE

The shore looks empty, the farms look emptier, and the whole division has touched down without a hitch. Headquarters, looking to win the war in time for dinner, turns yet again to the tried-and-true trademark of harebrained strategy: the "scramble op".

With the big guns sitting pretty in firebase, Motor Rifle regiments like the 848th are told to reform their subunits ad-hoc with attachments from the Intermarine Rangers. These small, lopsided clearing patrols then sweep the hastily gained ground all at once, shooting anything they can handle, and radioing howitzers for anything they can't.

1st Platoon, Company E, 2nd Battalion has the unassuming task of seizing farmhouses. They move casually, expecting only chickens.

2-848 LOWLAND RIFLES, "WOOLSOCKS" 1ST PLATOON - 100 PTS, 3 COMMAND

Uther Section - HQ

Type 68C "Appomattox" - **0 pts (TACOM)**
Type 40M "Veldjen-M" - **20 pts**

Aart Section - Infantry

Type 60 "Grumble" - **10 pts**
- [E] States-Grenadiers - **10 pts**

Elmo Section - Infantry

Type 60 "Grumble" - **10 pts**
- [E] States-Grenadiers - **10 pts**

Isaac Section - Pathfinders

Type 68 "Bantam" - **20 pts**
- [E] Pup Carson Scouts - **10 pts**
- [E] Mortar Team - **10 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTELLIGENCE

Though it is difficult to guess a Rygolic force composition, outerlying Federal SAMs eliminate the possibility of any air-dropped sentries or disposable countermeasures. Photo reconnaissance suggests that any security elements in the area would be less than platoon strength and possessing few, if any, vehicles. Expect shoulder-fired missiles.

COMPOSITION

1st Platoon's improvised reformation with the Rangers has created an incongruous unit structure, not uncommon among first-line units during force reconnaissance. Two standard motor rifle platoon sections have been delegated the support of a mobile hunter-killer team, composed of knee mortars and Pup Carson spotters posted up in a Bantam. A Veldjen-M from Company D is paying a favor to the Lieutenant, in his temporary Appomattox.

Your Grumbles and States-Grenadiers aren't exceptional, but they're something to distract the constructs. Rygoles have difficulty dealing with numerous opponents, even if they excel at concentrating their fire.

The Mortar Team and Pup Carsons make a lethal combination when concealed in woods. While the States-Grenadiers can control enemy movement along the roads, the Pup Carsons can threaten units defending themselves in buildings or forest.

The Veldjen-M is well-armed enough to counter any expected Rygolic armor, but it's let down by lackluster accuracy and speed. It must be deployed with forethought, or else it may end up being useless during your climactic firefight.

As always, keep your Appomattox safe and (mostly) out of sight. Use the designator if you really need to.

CONSULT M-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

RYGOLIC SCENARIO - M-2

GRAYFOR - SECURITY TASK ELEMENT JASPER-15

“One can only be blasé around the Rygoles, who will do whatever they will do regardless of whether or not you were expecting it. When the first missile hit, I was shelling a pistachio.”

- Gerrit Ghent, from *And We Saw*, p. 51

PRELUDE

Jasper-15 was initially detached to perform scouting in advance of a rapid deployment into the Tierra Regada. The unit was delivered by night, in low profile, carrying two weeks of ichor provisions. Without any supply line or a retreat contingency, the unit was ordered to observe and record activity within its area of operation at the junction.

No use was found for the unit after command priorities shifted from force reconnaissance to threat suppression. Jasper-15's standing order was altered: avoid detection, randomize patrols, and shoot on sight any military target facing Baba Kened. No further ichor or ammunition has been delivered. The constructs are on their own.

For two weeks, Jasper-15 has been reduced to a local hazard: militia patrols, or just unlucky hunters, now and again blunder into their neck of the forest and don't come out. Starving and aimless, they stalk the highway as revenants, searching for enemy uniforms until their turbines halt from fuel deprivation.

INTELLIGENCE

Rygonet has not provided threat analytics on the incoming Federal patrol.

From Jasper-15's current position, it can be ascertained that the approaching unit possesses five vehicles, of which one seems to be inferior in speed. Presence of soldiers or vehicles from "elite" amphibious units, such as Federal Expeditionaries, is unlikely, although Rangers or Pathfinders is not out of the question.

COMPOSITION

Task Unit 1's "armored cavalry" combination, the Parallax with the Tactical and Node Teams, makes for a terrific first strike unit against APCs. The privilege of concentrating actions on the Parallax via Rygonet means Task Unit 1 can devastate a poorly positioned foe in a single Fire Phase.

Task Unit 2 is specialized for medium-range engagement against light opponents. Its Smart Gun Team makes it nearly impossible for the unit to be challenged by infantry alone, either in close range or from cover; the Microwave provides the Smart Gun moderate anti-vehicle defense.

In both cases, Tactical Teams and their ATGMs are the best way to initiate a firefight if they can see a mechanized target.

The Node Team should be dismounted and held in reserve as soon as it becomes clear that shooting will begin.

This list is strapped badly for command and requires either consistent, proactive brigading or the use of Rygonet to maintain control over the battlefield. The ability to double-move the Parallax via Rygonet (as well as any embarked troops) is what will make it possible to defend both objectives simultaneously.

CONSULT M-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

SECURITY TASK ELEMENT JASPER-15 EXAMPLE - 100 PTS, 2 COMMAND

Task Unit 1 - Headquarters

P1 "Parallax" - **35 pts**

- [E] Tactical Team - **15 pts**

- [E] Node Team - **0 pts (TACOM)**

Task Unit 2 - Reconnaissance

M1 "Microwave" - **20 pts**

- [D] Tactical Team - **15 pts**

- [D] Smart Gun Team - **15 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

* Made with printable terrain from **FM 30-1-8X**. The map below is illustrative.
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



M-4 - RYGOLIC SCENARIO

FM 1-8X - MAP, BUILDABLE

FM1-8X - MAP, CANONICAL



RYGOLIC SCENARIO - M-5

AND WE SAW, CH. 6 - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

BLUFOR and GRAYFOR roll for initiative and do alternating deployments, according to standard rules. BLUFOR deploys from the southern edge. GRAYFOR deploys from the northern edge.

Neither army has units with any special deployment conditions.

OBJECTIVES

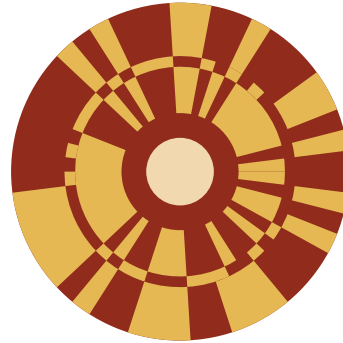
BLUFOR must have at least one unit garrisoned in one of the two objective buildings for two consecutive rounds. GRAYFOR must survive at least five rounds to win. GRAYFOR cannot win if BLUFOR has a unit garrisoned on an objective. Otherwise, either player may eliminate all enemy TACOMs.

SPECIAL MECHANICS

None.



**848TH MOTOR RIFLES
"WOOLSOCKS"**



**SECURITY ELEMENT
JASPER-15**

APPENDIX N - SANTAGRINE SCENARIO

END OF FEDERAL INTERVENTION - HUNTING THE BEAST



AUTOSTRADA EÑIGA

Having made significant gains against the Host, and becoming increasingly anxious about the investment of Federal assets behind his front, Baron Zarój quickly decided that continued F.S-A. presence in the Tierra Regada was a conflict of interest. Suddenly, Zarój's crusade was marching in two directions: to Baba Kened in the north, and against the 35th Motor Rifles in the south. The 35th, dogged at all junctures by militiamen, lost 3rd Battalion. They responded by securing their A.O. with an indiscriminate counterinsurgency. Today, the Federation has called for a complete pull-out. The bitter survivors of the 3rd's Company C rush to the coast along the battle-scarred Autostrade Eñiga. The widowers of Dromo Marziál will do anything to stop them.

BLUFOR HANDOUT: N-2 - GRAYFOR HANDOUT: N-3 - ONLY READ YOUR OWN HANDOUT!

FORCES

BLUFOR: Company C remnants, 3-35 Motor Rifles, "Gunther's Chain". Survivors of an ambushed unit. Excess infantry with a couple heavy hitters and no support.

GRAYFOR: Peloton Fendible de Dromo Marzial. Groundling militia with cheap anti-tank and a vengeance, prepared for dicey, close-ranged rushes. Not commanded by noblemen.

MAP & OBJECTIVE

72" x 48" - Rural highway cutting tawny flatland. Abandoned Santagrine households rest between thin strips of deciduous forest.

BLUFOR must deliver as many units as possible (including its TACOM) to one of the two exit points on the roads at the eastern edge of the map within eight rounds. GRAYFOR must prevent BLUFOR from doing so.

BLUFOR - 3-35 MOTOR RIFLES, "GUNTHER'S CHAIN" 2ND & 4TH PLATOONS, COMPANY C, 3RD BATTALION

I regret what I done, yet I am not sorry, sir.

- Max Speer, Ranker, 3-35 Motor Rifles

PRELUDE

Company C was busy picking their noses on routine patrols when Zarój's gunships sent regimental headquarters sky-high. The unit found itself coordinating with the remnants of their battalion over the radio, behind enemy lines, in a harrowing campaign to secure their immediate area for pull-out.

Yesterday's objective was securing a waypoint at the undefended village of Dromo Marziál. Company C had barely walked through the gate when they were bushwhacked by the baron's waiting tanksknecht. As they pushed through the ambush, the bluecoats didn't check to see who they were shooting at; altruism had quickly left them. Both the company and the drome civilians sustained staggering losses.

3-35 MOTOR RIFLES, "GUNTHER'S CHAIN" 2ND & 4TH PLATOONS - 150 PTS, 4 COM.

Uther Section - HQ

Type 55MC "Razorback-MC" - **30 pts (TAC)**
- [D] Reservists - **5 pts**

Aart Section - Infantry

Type 68B "Bantam-MK" - **25 pts**
- [E] States-Grenadiers - **10 pts**
- [D] States-Grenadiers - **10 pts**

Elmo Section - Infantry

LaF-18 "Ox" - **10 pts**
- [E] States-Grenadiers - **10 pts**
- [D] Reservists - **5 pts**

Isaac Section - Fire Support

Type 60 "Grumble" - **10 pts**
- [E] Recoilless Rifle Team - **15 pts**
- [E] Mortar Team - **10 pts**
- [D] States-Grenadiers - **10 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

Today, what's left of headquarters has finally gotten them on radio: regroup at all cost at the rally-point past the Autostrade, where the Hugags will bring their happy asses home.

INTELLIGENCE

Militia forces, even when unscouted, are easy to guess. It is unlikely that they should possess any heavily armored fighting vehicles, and impossible that they possess any aircraft. Expected resistance is primarily tercio infantry, with smatterings of towed field guns and close-ranged anti-tank weapons.

This army is not noble-led, so the commander is likely a dismounted "tenant" mayor.

COMPOSITION

The sudden devastation of Company C caused the soldiers of its two surviving platoons to pile onto the nearest vehicles with great urgency and little forethought.

Your platoons are somewhat "mixed up"; typically, fire support would be placed in the Ox, while line infantry would take the Grumble. Additionally, every vehicle carries desants. As a result, your combat deployments will be capricious. You will need to dump infantry to use any of your big guns.

The Razorback-MC and Bantam-MK are your lifelines. The Bantam-MK is an excellent source of moving suppressive fire. The tank is your ultimate argument. Both are vulnerable to shaped charge side-shots and infantry encirclements. Use your dismounted infantry to protect them against charging tercios.

You will be forced to make hard decisions about who to leave behind when the guns start firing. Assault dismounts allow you to commit forces from the carriers in order to guarantee passage for your tank and IFV.

CONSULT N-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - PELOTÓN FENDIBLE DE DROMO MARZÍAL

Afonso, who had lost a sister and mother, had gone himself to cut the heads off a few captured bluecoats, and when it was over he sat down and cried, and said that it was no satisfaction for the loss of his mother and sister after all.

- Saõno Segarra, Capellán, Dromo Marziál

PRELUDE

When Baron Zarój issued a call to arms against the Host, the groundlings of Dromo Marziál did as peasants do. They followed. When the call came again, this time against the States-Army, they followed still.

Dromo Marziál's militia fought the bluecoats, and won, with the cleverness of guerrillas. They laid mines, lurked from trees, and hunted only what they knew they could kill. Yet on that day it was not the Fendible, but tank-snecht summoned by the Baron, who were responsible for the ambush on the Federals at the militia's drome.

When word spread of the massacre—blue tanks, a cross-fire, a flight to Eñiga—“revenge” was the mayor's only command. On the very same night they buried their betrothed, the grieving husbands of the drome marched without rest to overtake the last remaining tank that was responsible. They have found their quarries at the Autostrade junction.

INTELLIGENCE

Following the devastation of their unit, the 35th's remaining infantry had to resort to desanting on the precious few fighting vehicles they have remaining. They defend these with ugly pragmatism.

Your serjeants have confirmed two such vehicles are approaching: one Bantam-MK and a commander's Razorback-MC. At least two other unidentified vehicles ride with them. All vehicles are carrying infantry on their roofs. Exact infantry compositions are unknown, but unlikely to sport many crew-served weapons.

N-3 - SANTAGRINE SCENARIO

COMPOSITION

The militia is specialized for close range combat, towed guns notwithstanding.

Two of your tercios are poorly armed and thus *individually* worthless: they should be withheld defensively to block the roads. The mayor's tercio is better equipped, but has fewer men, so it should be used with its Miséricorde to challenge the enemy's spearhead.

The last Anti-Tank hemipelotón is crucial. At range, your Light Guns make any Federal maneuver on open ground risky. Your irrepresible Serjeants will stop at nothing to take their revenge in close quarters.

CONSULT N-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

PELOTÓN FENDIBLE DE DROMO MARZÍAL REVENGERS - 120 PTS, 3 COMMAND

I. Hemipelotón - Headquarters

CB.76 “Miséricorde” - **15 pts**

- [D/1] Grenadier Team - **10 pts**

- [D/2] Machine Gun Team - **10 pts**

- [D/3] Baronial Tenant - **0 pts (TACOM)**

II. Hemipelotón - Anti-Tank

Hexamer - **10 pts**

- [T] Field Gun - **10 pts**

- [1] Santagrine Militia - **5 pts**

- [2] Santagrine Militia - **5 pts**

- [3] Volley Team - **5 pts**

III. Hemipelotón - Fire Support

Steam Tractor - **5 pts**

- [T] Sb.15 1-lber “Pom-Pom” - **10 pts**

- [1] Santagrine Militia - **5 pts**

- [2] Santagrine Militia - **5 pts**

- [3] Volley Team - **5 pts**

IV. Hemipelotón - Anti-Tank

Light Gun Team - **5 pts (x2)**

Mounted Serjeants - **10 pts**

Emplacements

Caballos Bárbaros (x1)

* [E] - Embarked | [D] - Desanting | [T] - Towed

[1/2/3] - Position in Tercio

* Made with printable terrain from **FM 30-1-8X**. The map below is illustrative.
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



N-4 - SANTAGRINE SCENARIO

FM 1-8X - MAP, BUILDABLE

FM 1-8X - MAP, CANONICAL



SANTAGRINE SCENARIO - N-5

HUNTING THE BEAST - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

GRAYFOR deploys its entire force (including emplacements, which are revealed) on or between the roads connecting to the eastern edge (i.e. within the dashed lines) without making a subsequent deployment move. BLUFOR then deploys its entire force from any of the entry points on the roads marked at the western and northern edges according to standard deployment movement rules.

OBJECTIVES

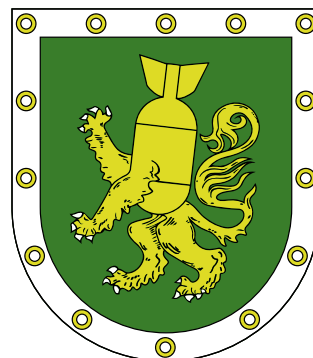
If at the end of the eighth round BLUFOR managed to exit more points worth of units than GRAYFOR still has left alive, they win. If not, GRAYFOR wins. Otherwise, either player may eliminate all enemy TACOMs.

SPECIAL MECHANICS

If a BLUFOR unit ends its movement at one of the exit points on the roads at the eastern edge and it remains there in the Objective Phase, that unit exits the board at the end of the Round.



**35TH MOTOR RIFLES
"GUNTHER'S CHAIN"**



**FENDIBLE DE
DROMO MARZIAL**

APPENDIX O - GLOSSARY

This appendix section lists some technical terms relevant to the troops and tactics in Firelock 198X. Consult it if you come across a piece of military terminology you're unfamiliar with.

AA / ADS

Anti-air, or air defense system. This is something—a rapid-fire big gun, guided missile, or some other device—meant to swat annoying helicopters and aircraft away from infantry and vehicles operating on the ground. The hemisphere of air that ADS can reach out and touch something in is sometimes called its “dome”. It's best if friendly ground troops are operating under said dome.

ATGM

An anti-tank guided missile, capable of steering itself mid-flight in response to commands from a gunner. ATGMs usually employ shaped charges, giving them great armor-piercing ability despite their low speed compared to a cannon round. Their ranges are typically very long, on the order of a few kilometers. Because they are generally cheap, powerful, long-ranged and man-portable, they are the staple anti-tank weapon of modern militaries.

ATGMs are not without some critical vulnerabilities. They're slow enough in flight that the target might retaliate by firing back at the gunner or otherwise protecting themselves. Many ATGMs have a “dead zone” at close range, where they're of no use. Older-style shoulder-fired rocket launchers and recoilless rifles are more useful at that range.

APC

An armored personnel carrier. This is a vehicle (usually tracked or wheeled) that is tough enough to resist fire from rifles and other light weapons; some are tougher still. Their primary purpose is to carry foot soldiers into battle, protected from gunfire and moving much faster than they can march.

APCs are usually armed, even if only with a machine gun of some kind. Because their armor and weapons are light compared to most vehicles, they aren't usually expected to participate in the heaviest fighting themselves. One could think of them as “battle taxis”, meant to drop off their troops and then stay out of harm's way.

Artillery / Howitzers

Big guns never tire. Artillery refers to heavy weapons (cannons, rocket batteries, etc.) meant to fire “over the horizon” at targets—perhaps some dozens of kilometers away. Artillery support is always useful in both the defense and the attack: whether by softening the enemy with bombardments or by screening sight-lines with smoke shells.

Usually, because they don't expect to fight close up, artillery units are very fragile and best protected by other ground troops. They're prime targets for enemy commando or paratrooper raids themselves.

A howitzer is just a type of cannon that can also lob shells on a high arc; it's not limited to direct-fire on a flat trajectory.

Assault Rifle

A rapid-fire, middle-weight, standard issue infantry rifle. Assault rifles use “intermediate” rounds: longer than those for pistols, but less so than “full-length” ammo. This means more propellant, i.e. better range and punch than pistols and submachine guns, but also low enough recoil for controllable full-auto.

Autocannon / Revolver Cannon / Rotary

Autocannons are giant machine guns that fire small shells, both explosive and armor-piercing. They are useful against all but the most armored ground and air targets.

Naturally, more than one method exists to increase an autocannon's rate of fire.

Revolver cannons integrate a rotating cylinder into their loading mechanism; their low profile makes them popular weapons on fixed-wing aircraft like fighter jets.

Rotary cannons feature multiple rotating barrels, distributing heat buildup and permitting an even higher rate of fire. Their extremely high rate of fire means they tend to rapidly chew through their ammo stocks. Downsized rotary cannons that fire regular rifle bullets are called "miniguns", frequently appearing on helicopter gunships.

APS

An active protection system for a vehicle. There exist different types of varying subtlety—systems to confuse guided missiles' tracking, or even radar-activated explosive charges or spreadshots to destroy incoming projectiles—but they all generally go out of their way to *actively* defeat incoming fire rather than passively resisting it like armor.

Battle Rifle

The bigger, chunkier, and older brother to the assault rifle. Battle rifles hit harder: their "full-length" rounds are larger and have longer cases, i.e. more propellant, i.e. they go faster. That also gives them higher recoil, and makes them uncontrollable in full auto firing.

Battle rifles are the traditional weapon of the infantry, who appreciate the punch they pack. Because most infantry fighting happens at relatively short range, though, assault rifles are preferred by some forces.

Caliber

Caliber is the diameter of a round or shell. The bigger the caliber of the projectile, the more raw mass or explosive filler you can pack into it. Caliber is typically described in inches or millimeters. Some older weapons might be classified in different ways, such as the weight of the shell fired.

Cartridge / Round / Shell

Guns of all sizes don't tend to fire the whole "bullet". A cartridge, or round, is composed of the fired projectile (the actual bullet) attached to a case (a hollow tube full of propellant, a chemical primer, etc. responsible for actually firing said bullet). Usually, this combined unit is what's referred to when discussing ammunition.

A shell is just a hollow round (hence the name) with an explosive filler.

Combined Arms

In a game of rock-paper-scissors, each choice defeats another and is in turn defeated by the remaining choice. Many such cases exist in warfare. For example, while an ATGM team can destroy a tank, it can be easily overrun by an infantry squad. In turn, exposed infantry on open ground are liable to be wiped out by a tank's long range and heavy firepower.

They are strongest when they work together, covering one another's weaknesses so that only their strengths matter. This is called combined arms fighting. Any good army should have a varied mixture of troop types.

Desant

Infantry are said to be "desanting" when they hitch rides on the exterior of military vehicles such as tanks. While faster than moving on foot, they are exposed to incoming fire while doing so; and, being tightly packed, can be hit by things that normally couldn't target a dispersed squad. To avoid injuring their desanting infantry, their vehicle can't fire its own weapons until the infantry have disembarked.

Echelon

By dividing his troops into echelons (a.k.a. "waves" or "lines"), a commander can stay reactive to battlefield developments. Troops in reserve can reinforce the front, create a new defensive line, or respond to flanks. In an assault, they can mop up stragglers while the spearhead drives on.

IFV

An infantry fighting vehicle. This is the bigger, badder brother to an APC. It does the same thing (carry soldiers into battle) but it's usually a little tougher and much, much better-armed. Most sport turrets, with weapons such as autocannons and ATGMs that make them a serious headache for enemy helicopters or tanks. Because of that, they're expected to stay in the fight and support their disembarked infantry with their heavier firepower.

Even if an IFV looks like a tank (and, with the right preparation, can beat one), it's not. The armor is much too thin to stand up to what tanks throw at each other. Because more space is taken up by their heavier weapons, too, they usually carry less troops than APCs.

Incendiary

Nasty compounds that stick to the target and burn whether doused or not. They include things like napalm and white phosphorus. Incendiary weapons are highly effective against troops in cover; you can't hide from an inferno.

Infantry

Infantry are foot soldiers: the bulk of any army, responsible for a good deal of the killing and most of the dying. Infantry are slow, short-ranged, and fragile, but are cheap and can make better use of cover and concealment than vehicles. They are also able to easily cross difficult terrain.

These qualities make infantry very potent when defending areas with good cover, and totally indispensable when attacking such places. Don't go city-fighting without infantry.

Machine Gun (MG)

Technically, any automatic firearm is a machine gun; but militaries use the term to specifically refer to the long-barreled, heavy kind specialized for laying down automatic fire. Machine guns ("MGs") put out much more lead than rifles; in infantry firefights they are the real "teeth" of a squad.

Machine guns come in all shapes and sizes. The rifle-caliber kinds are "light" or "general-purpose" (LMGs and GPMGs). In particular, heavy machine guns ("HMGs") fire big (.50 caliber and above) rounds that can punch through light armor, fly a very long distance, and tear infantrymen apart. Automatic rifles are smaller and more portable, akin to overgrown battle rifles (with which they often share significant parts commonality).

Main Battle Tank (MBT)

The heaviest and deadliest ground units available to most armies are main battle tanks ("MBTs" or simply "armor"). An MBT combines heavy armor with high speed and powerful weapons, making it ideal for dominating open ground. It can dish out and take punishment in equal measure; however, on the modern battlefield, an MBT is not invincible.

In particular, they are vulnerable to air attack and ATGMs, although combined-arms tactics and careful positioning can negate both.

Old, semi-obsolete tanks are sometimes designated "medium" or "heavy": thinly armored or relatively slow, respectively.

Maneuver Warfare

Maneuver warfare is the art of striking where the enemy is weak and avoiding him where he is strong. The ubiquity of fast, tough vehicles in modern war permits almost all "maneuver forces" (tanks, APCs and IFVs, and various other light vehicles) to rapidly engage the enemy on their own terms, or pull out when it looks bad and strike from another angle.

MANPADS

A man-portable air defense system (MANPADS) is the smallest form of ADS: fired from the shoulder, usually some type of radar or infrared-guided missile. Like its anti-tank equivalent, the ATGM, a MANPADS system can cheaply deny airspace against hard-hitting helicopters and fixed-wing aircraft.

Mortar

A mortar is a special kind of light artillery piece; a tube attached to a baseplate. It lobbs bombs on a very high arc at relatively low speed. Mortars of various kinds are the staple light artillery weapon for most armies, since they're simple, cheap, and capable of relatively rapid fire. A mortar can't usually be used for direct fire, making them useless against armor.

Motorization / Mechanization

Infantry aren't very fast compared to vehicles, especially when there's usable roads. A motorized infantry force rides trucks or other light, unarmored vehicles into battle: it's the cheapest way to get them somewhere faster. A mechanized infantry force rides APCs or IFVs, which offer (some) armor and fire support as well as speed.

Pinning / Suppression

When lots of bullets are buzzing close overhead, you tend to keep your head down: you're pinned (or suppressed, but Firelock 198X uses the former term). The most basic military tactic is to pin the enemy (so that he can't shoot back, or move around) and then encircle & destroy him. Fix, flank, and finish.

Machine guns and explosive artillery shells are your go-to pinning tools, since they put a lot of bullets or shell fragments into the air. Don't be afraid to blind-fire; even near misses keep the enemy's heads down.

Recoilless Rifle

A recoilless rifle ("RR") is a special type of cannon with an open breech (the rear end) and cartridges sporting perforated cases. When it's fired, some of the propellant gas is blasted out of the back, counteracting the recoil. This means that the recoil-compensating mechanisms of a normal cannon aren't necessary.

RRs often appear on tripods or mounted to light vehicles, where they can hit hard while still being able to fit. The gas loss slightly reduces their range versus normal cannons.

Rocket-Propelled Grenade (RPG)

A rocket-propelled grenade launcher or "bazooka". This fires a rocket (tipped with a shaped charge) capable of destroying a tank. Its range usually isn't any farther than that of a rifle, so it's a close-quarters weapon compared to an ATGM. Most regular ("line") infantry squads carry an RPG of some kind, making them useful for short-range anti-tank defense.

Sabot

A sabot round is a hard, dart-shaped armor penetrator (sometimes stabilized with external fins). Because it's much narrower than the cannon barrel that it's shot from, a multi-part piece (the "sabot") holds it in place, splitting away after it leaves the barrel.

Sabot rounds fly extremely fast and pack a heavy punch. They're the go-to anti-tank ammo for most MBTs, offering the best performance against heavy armor as well as the best overall accuracy. Some older tanks might carry full-caliber AP (armor-piercing) rounds that do the same job but less efficiently.

Shaped Charge / HEAT

A special type of explosive warhead featuring a conical, hollow cavity inside lined with a metal such as copper. When a shaped charge is detonated, the converging blast waves shape that metal liner into a molten spear, blasting through thick armor.

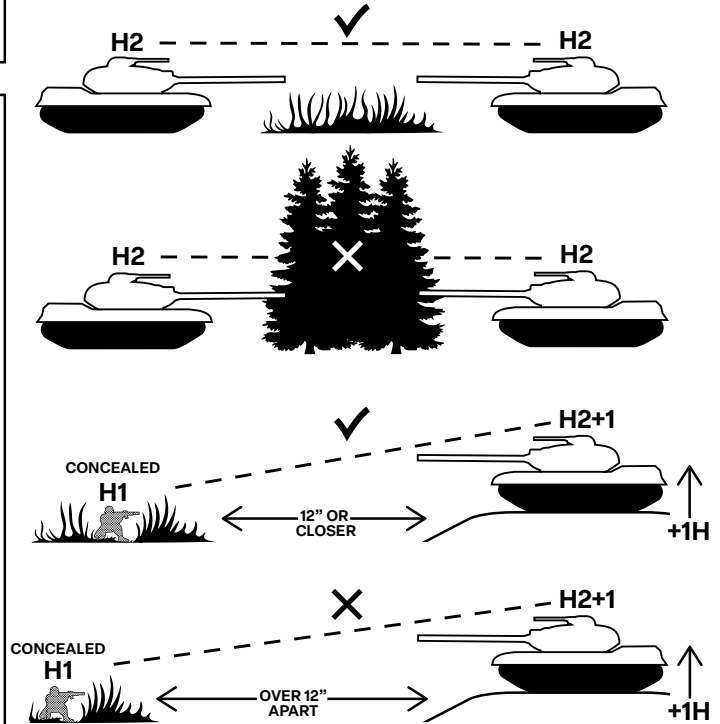
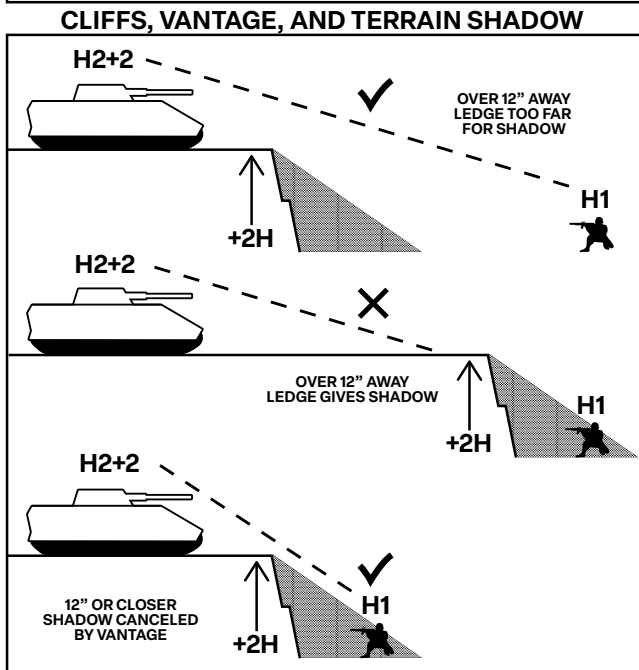
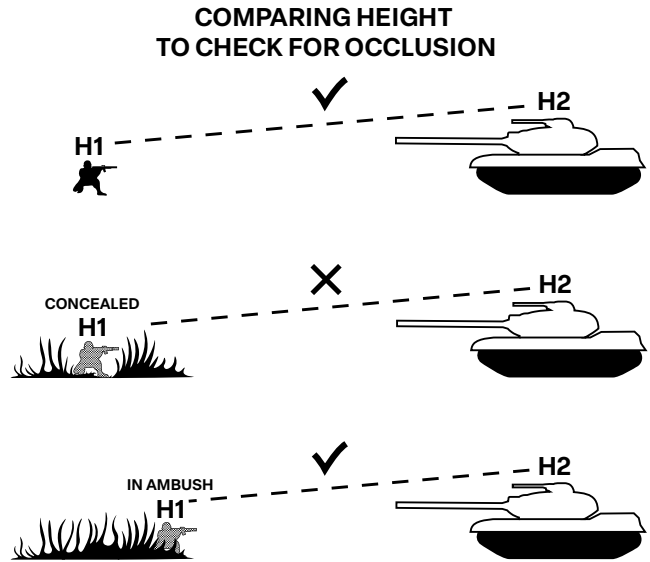
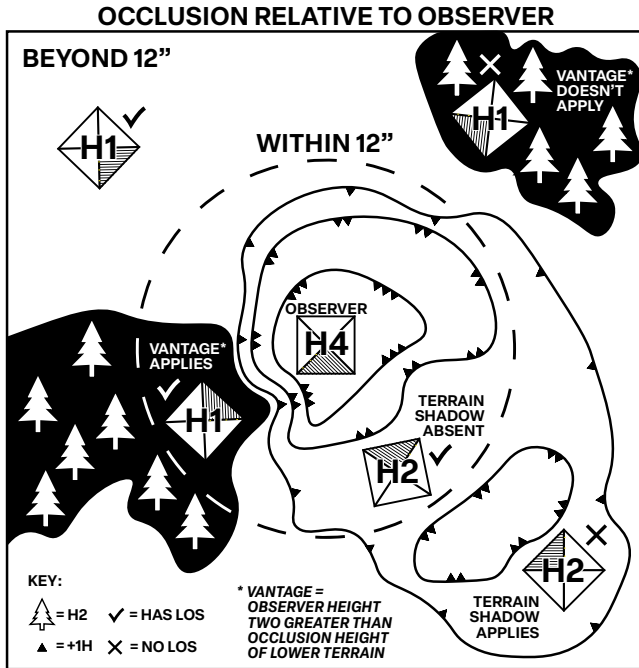
Shaped charges are useful because their armor-penetrating power is high, but also independent of the shell's velocity before impact. In anti-tank ammunition, it's often labeled as "HEAT" (high explosive anti-tank).

Submachine Gun (SMG)

A submachine gun is an automatic infantry weapon firing pistol rounds. While generally light and handy, they're let down by their weak ammunition. Most now in use are either used by special forces desiring portable, easily silenced weapons, or by reserve troops who can't get anything better.

APPENDIX P - LINE-OF-SIGHT VISUAL RECAP

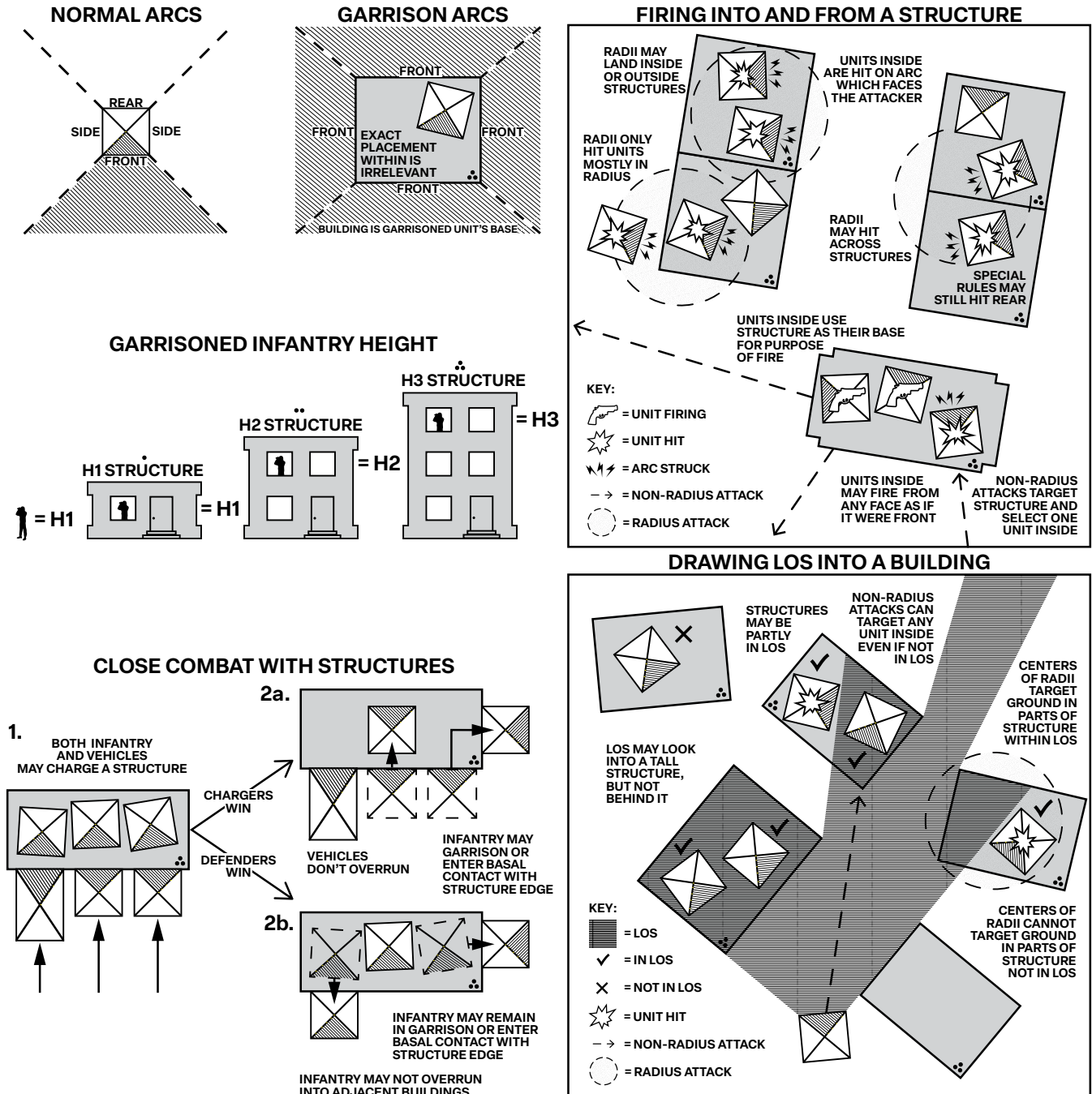
This image uses the applied rules of height, vantage, and shadow to create a visual recap of information about LOS from Chapter 5. It may be used as a learning tool before your first game, or as a quick reference during play for determining whether units have LOS to one another.



This chart only pertains to LOS, *not spotting!* Remember, it is possible to see something without spotting it. Check the Spotting Distance and consider vantage, concealment, and ambush before declaring a that unit is spotted. Vantage always allows *mutual* LOS within 12".

APPENDIX Q - GARRISON VISUAL RECAP

This image uses the applied rules of garrisoning to create a visual recap of information about buildings from Chapter 5. It may be used as a learning tool before your first game or as a quick reference during play for determining how LOS and movement are affected by buildings.



Remember to always consult special rules. *Rear Attack* and *Heavy/Light Indirect* are the only two ways that garrisoned units are not hit in the front.

By Order of the Ministry of Defense:

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