

<b>Sequence of Play</b>	<b>Group morale</b>																													
<b>1. Orders</b> 1. write orders for all units (including setting posture) 2. declare Air Defence targets (and resolve lock-on) 3. declare Air to Surface targets  <b>2. Morale</b> 1. Militia morale 2. Aircraft morale 3. GF Infantry morale 4. GF Vehicle morale 5. Hovertank morale 6. Force morale  <b>3. Suppressive Fire</b> 1. stationary defenders 2. Air Defence Systems  <b>4. Movement</b> 1. aircraft 2. ground forces  <b>5. Firing</b> 1. Air to Surface 2. infantry firing 3. vehicle firing 4. indirect fire  <b>6. Orbital Activity</b> 1. move shuttles and pacifiers 2. launch/recover shuttles/pacifiers 3. orbital combat  <b>7. Special Actions</b> 1. rally troops 2. treat casualties 3. reorganise commands	Group morale applies to the entire player command. If there are multiple players on the same side then each player's troops form a separate group.  When any of the following conditions apply then morale should be tested: <ul style="list-style-type: none"> <li>• two or more casualties<sup>1</sup> (or 25% of group if more than eight members)</li> <li>• 50% casualties (at -4)</li> <li>• 75% Casualties (at -8)</li> </ul> Score unit morale or more on 2d6 to carry on. If morale failed the group will withdraw in good order, recovering casualties and fighting back.																													
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## Firing Modifiers

Firer Situation	Mod	Target Situation	Mod	Target Situation	Mod
Moving infantry <sup>2</sup>	-4	Seasoned/Veterans/SF	-1	In HMA	-3
Recruits/Civilians	-2	Recruits/Civilians	+1	In LTA	-1
Trained	-1	in cover	-1	Blast against unarmoured inf	+2
Each officer <sup>3</sup>	+1	hull-down/bunker	-2	Unarmoured moving in open	+2
Special Forces	+1	non-tactical	+4	Using Chaff/Flares	-1
Seasoned/Veteran	+1	Stationary Vehicle	+1	Locked on (against air)	+3
				Air evasive action	-3

*All modifications are applied to the dice roll rather than the number required.*

## Weapon Range Bands

Score the hit number or more to hit. Multiple hits can be scored by rolling multiples of the hit number.

Range	Hit score on 1d10 (penetration in brackets)							Blast?
	cm	5	10	15	30	60	120	
SLA Support squad		2 (2)	4 (2)	4 (2)	8 (-)	-	-	YES
Veh Cannon		2 (4)	4 (2)	4 (2)	4 (2)	4 (2)	-	
SLA Squad		2 (2)	4 (2)	4 (2)	4 (-)	4 (-)	-	
HE Missile		4 (-)	4 (-)	4 (-)	4 (-)	4 (-)	4 (-)	YES
AT Missile		4 (4)	4 (4)	4 (4)	4 (4)	4 (4)	4 (4)	
Rifles		4 (0)	6 (-)	8 (-)	8 (-)	-	-	
Veh LMG		6 (-)	6 (-)	6 (-)	6 (-)	6 (-)	-	
Light Small Arms		8 (-)	9 (-)	9 (-)	-	-	-	
Veh HMG		4 (-)	6 (-)	8 (-)	8 (-)	9 (-)	-	
Tank Gun		2 (4)	4 (2)	6 (1)	8 (0)	9 (-2)	-	YES
Hovertank Gun		2 (4)	2 (4)	4 (2)	4 (2)	8 (0)	9 (-2)	YES
Marine SCA		4 (-)	-	-	-	-	-	YES

## Armour penetration

roll 1d10 and add number from above  
 beat armour value to kill  
 more than 6 over and target explodes

### Armour Values

Unarmoured Vehicle / Flyer / AIR	0
Light Track	1
Track Tank	3
Hoverbus / car	4
Hovertank	6

1 note that casualties are individual hits, not lost stands

2 Except in HMA

3 i.e. an individually based figure, includes specialists

## Individual Stand Morale

Test individual morale when any of the following conditions apply, using the unit morale as the target number:

- coming under fire for first time
- attempting to enter enemy position/cross a fire swept zone
- first-time in hand to hand combat
- 'morale' result from being hit by enemy fire

Roll 2d6 for each<sup>4</sup> individual/stand or group (i.e. a group all inhabiting the same space). Modify the dice roll if any of the factors below apply.

Situation	Modifier	Situation	Modifier
Officer leading by example <sup>5</sup>	+1	Officer taking morale	+2
Each enemy casualty in sight	+1	NCO taking morale	+1
Under fire from close range or indirect fire/grenades	-1	In APC	+1
Each 10% friendly casualties taken	-1	Enemy in HMA/APC	-1
Visibly outnumbered (i.e. more enemy than friends in view)	-1	Enemy Tanks	-2
		Under air attack	-3

  

Result	Resulting Individual Morale
>= morale number	No restrictions, carry on with whatever they wanted to do.
1 to 3 lower	Move no closer to seen enemy. May stand where they are and fight. Will not enter a known fire-swept zone
4 to 6 Less	Retire in good order to nearest cover, if in cover duck down. If no cover within tactical move distance, stand and fight.
7 or more less	Surrender to nearest known enemy (if within 5, otherwise retreat non-tactically away from enemy abandoning casualties).

## Personnel hit effect table

### Infantry Casualties (1d10)

	0	1	2	3	4	5	6	7	8	9
Unarmoured	Scratch	Light wound	Light wound	Serious	Mortal	Mortal	Dead	Dead	Dead	Dead
Flak vest	Scratch	Light wound	Light wound	Light wound	Serious	Mortal	Mortal	Dead	Dead	Dead
LTA	Unharmd	Scratch	Scratch	Light wound	Light wound	Light wound	Serious	Mortal	Dead	Dead
HMA/MA	Unharmd	Unharmd	Scratch	Scratch	Scratch	Light wound	Light wound	Serious	Mortal	Dead

## Calculating Base Morale

Training	Raw	Novice	Experienced	Seasoned	Veteran
<b>Civilian</b>	6	-	7	-	-
<b>Recruits</b>	5	-	6	7	8
<b>Trained</b>	-	4	5	6	7
<b>Regular</b>	-	3	4	5	5
<b>Special Forces</b>	-	2	3	4	5

Then apply any of the following to get the starting morale number for each unit.

Situation	Mod	Situation	Mod
In HMA/MA	-1	No medical support	+1
In Tanks/Hoverbus	-2	Poor officers	+1
Excellent medical sp	-1	Enemy air superiority	+1
Excellent officers	-1	Scratch unit	+1
Elite unit	-1	No armour	+1
Enemy can't kill	-2	Can't kill enemy	+2
Well supplied	-1	Poorly equipped	+1
Regular leave/mail	-1	Out of contact	+1
Religious fanatics	-2	Enemy treats PW well	+1

<sup>4</sup> i.e. the same roll should be applied to all co-located stands, modifiers may differ

<sup>5</sup> i.e. in sight and doing the same as the others in the group, only the most senior in the group counts if more than one officer