

5.56mm

Modern Era Skirmish Rules

By Tom Hinshelwood

1.0 Game Ethos

This game is designed to provide fast and easy to use rules for squad-to-squad skirmishes using miniatures of 25mm scale, but is able to accommodate miniatures of 20mm and 28mm scale as easily. Though designed to be easy to use this system includes rules to handle a wide range of realistic combat situations. As well as providing rules for infantry **5.56mm** includes rules for using both land and air vehicles, such as HMMV's and Black Hawks and game mechanics that enable the possibility of a small elite unit taking on a much larger but less skilled force. Modern warfare is lethal and characters in **5.56mm** are going to find that out the hard way.

2.0 Game Mechanics

This game uses a few core rules to handle all aspects of play. Character is the term used throughout this manual to describe all the combatants taking part. All characters have a 180-degree field of sight from the front of the miniature representing them.

2.3 Turns

This game is intended for two opposing sides controlled by two players or multiple players on the same side and a referee controlling the opposition. To determine in what order characters can act a turn deck is used. Before the game can begin each character on either side needs to be assigned a card from a pack of standard playing cards and this information recorded on the Squad Sheet for reference. For simplicities sake use all black cards for one side and all red cards for the opposition. Then those cards that have been assigned to the characters are shuffled together to form the turn deck and each player alternates in drawing a card from the deck. The card draw will then correspond to a particular character and the appropriate player then is allowed to control that character. When the character has used up their action allowance or the player decides, the character's go is ended and another card is drawn until all cards have been used and every character has been controlled, ending the turn. All cards should then be reshuffled ready for the next turn. Cards for characters who have been killed should not be reshuffled into the deck. If a card is drawn for a character who has been killed, remove the card from the deck and draw another card.

Characters usually only have one card assigned to them, but it is possible (by the special skill Elite), that a character may be assigned two cards, and therefore is able to be used twice during the turn. In this instance when a character's second card has been drawn the character may go again, taking only a single action instead of the usual allowance of two. In this way the character gets two actions in his first go and then a third action when another card assigned to him is drawn. Characters

who are Elite may not use a special action when their second card is drawn.

Sometimes in a scenario it is possible for special events to be triggered by drawing one or more Jokers from the turn deck. If this happens refer to the rules in the scenario as to what effect drawing the card has. It won't necessarily be good news.

2.2 Actions

When a character's card is drawn that character is allowed to perform one or two of the actions described in the Action section (3.0). He can perform two different actions, such as Move and Fire, Fire and Move, Move and Stealth, or any combination the player decides. The character may also take two of the same action; two Fire actions, two Move actions etc. A character who takes two actions must take both actions independently from one another, such as taking a Move action then a Fire action once the Move has been completed. He can't perform part of the Move action, pause to Fire, and finish the Move action.

Alternately a character can take a special action (see section 4.0) in place of two normal actions. These special actions include amongst others, Auto-Fire, Treat Injured, and Hide.

Should the player wish a character can take only one action or even no actions when his card is drawn, though this isn't recommended if the player has any intention of keeping him alive.

2.3 Target Number

With the exceptions of the Move action and the Sprint special action, the success or failure of all actions in the game are determined by whether or not a character can equal or beat the Target Number (TN) of task attempted. To do this the player controlling the character rolls a D6 and adds one of four Ability Scores (section 9.0), depending on which action the character is performing. If the total of this roll is equal to or higher than the TN of the action it is a success, if not the action fails. This game mechanic is used to determine such things as whether a Hiding enemy is spotted, whether a shot hits its target and the effects of the wound, etc. For example: *A US Ranger takes a Fire action at a Somali Militia. The TN of the Somali is 6 (5 because of the range, and +1 because he is in partial concealment). The US Ranger rolls a 4, but scores a hit because his Weapons ability score of +2 means the TN of 6 is equalled.*

In certain instances the same dice roll to reach the Target Number can be used to determine a degree of success or failure, whether it may be a narrow scrape, glorious triumph or tragic error. For example: *The same US Ranger, having wounded his enemy, uses his second action to Move off and rejoin his squad. To do so he has to go through a ruined building, which counts as difficult ground. The TN for this is only 2, a simple roll, but the more the US Ranger beats the number by, the quicker he can cross the building. His player rolls a D6 adding his Move ability of +1 for a total of 5. This result of 3 more than required means he can move across the building at full speed, rejoining his squad before the Somali reinforcements arrive.*

3.0 Actions (Single)

3.1 Move

All characters move a standard distance of 4" across even ground when performing this action. Even ground counts as

grassland, fields, light woodland, streets etc. Other types of terrain count of difficult ground and require different TN's to cross successfully (see Battlefield Environments section 8.0). A character who takes two Move actions during their turn runs a total of 8". Alternatively a character may take a Sprint special action instead (see section 4.1) with the chance of moving further, but also the chance of moving less.

3.2 Fire

To shoot at an enemy a character first needs to be able to see him, and to do this there must be a line of sight between the character and the target. If there isn't then it is impossible for the character to score a hit by shooting at him. It's okay if the line of sight is partially obscured, but as long as the character has a line of sight to 50% or more of the target he is able to see him and therefore take a Fire action against him. If the character's line of sight on the target is less than 50% there is a chance that he may be able to see and therefore will not be able to Fire at him. To determine whether the character can see the enemy roll a D6 and add his Morale ability modifier. The TN of the enemy is dependant on far away he is from the character and shown on the below table (3.21). On the second below table (3.22) is a list of factors that affect the TN.

3.21 Distance Target Number

1" to 2"	1
2" to 4"	2
4" to 8"	3
8" to 16"	4
16" to 32"	5
32" +	6

3.22 Modifiers to the TN

+1	Target is using Stealth action
+1	Firer has less than 25% line of sight.

If the enemy in question has already Fired during the current turn or has Fired in the previous turn but not changed positions, he has given the character a significant advantage in trying to spot him. The character wishing to Fire makes his Morale roll for spotting the enemy with a +2 modifier. For example: *An Afghan Mujahideen freedom fighter wants to return fire on a Soviet sniper lurking on a hillside. The distance between them is 30", meaning the TN of the sniper is 5. However the sniper is using the Stealth action and the Mujahideen fighter has less than a 25% line of sight taking the snipers TN to 7. The previous round, though, the sniper Fired at the Mujahideen commander and hasn't changed positions, giving the Mujahideen fighter a +2 modifier to his Morale roll. The Mujahideen rolls a D6 getting a 4, taken to 6 because of the +2 modifier. He fails to spot the sniper and cannot Fire at him. The next card is drawn and it's the Sniper's go.*

To successfully shoot a target the character must equal or beat the enemy's TN by rolling a D6 and adding the character's Weapons ability. The TN of the enemy is determined by working out the distance between him and the character and comparing this number to the range categories of the character's weapon. When the range category of the target has been found, refer to the below table (3.23) for the TN. This is the base TN needed to score a hit, but the number can be modified by many different factors, described in the second below table (3.24).

3.23 Range Category TN

Close	2
Short	3
Medium	4
Long	5
Extreme	6

For example: *The US Ranger seen in the earlier examples uses a Fire action to shoot at another Somali Militia. The distance between them is worked out to be 22". The player refers to the range categories for M16 assault rifle the US Ranger is using. 22" is higher than the distance for Long range (20"), but less than the distance for Extreme range (30") so the Somali Militia is at Long range. As shown in the table above (3.23), the TN of an enemy at Long range is TN 5.*

As demonstrated above the TN for the action is determined by the range, but can be modified by one or more factors as show in the table below (3.24). These represent negative situations that make an enemy more difficult to hit. However, there are also favourable situations that aid a character's Fire action, as shown in the second below table (3.25).

3.24 Modifiers to Target Number

+1	Target in partial concealment (25% obscured)
+2	Target in full concealment (50% obscured)
+1	Target is using Sprint special action
+1	Firer is on moving vehicle
+2	Firer is on vehicle moving at Full Speed
+2	Firer is using a specialist weapon without the appropriate special skill
+1	Target is using Stealth action
+1	Firer is using Auto-Fire special action with a sub machinegun or assault rifle at a second target
+1	Firer is using Auto-Fire special action with a machinegun at a target more than 2" from the first target
+1	Firer is taken a second Auto-Fire shot with a machinegun
+1	Target is not the closest enemy to the character to which he has the best line of sight
+1	Target is a vehicle moving at Full Speed
+1	Firer is using Cover Fire action
+1	Firer is "holding on" to a grenade
+1	Target is a helicopter in flight

3.25 Modifiers to Fire Action

+1	Target is incapacitated
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+1	Target does not have a line of sight to the character
+1	Firer is using Aim action
+1	Target is using Carry special action
+2	Target is a vehicle

If the fire action equals or beats the TN of the enemy a hit is scored and any wound can be determined (see Injury section, 5.0). It is possible that an enemy may have a TN that the character cannot equal, and in this case the shot is impossible for the character's skills and it would be wise for him to do something else.

It is possible for a character to take two Fire actions as part of his turn but if he does so he can only shoot at the same target twice, not a different target with the second shot. To shoot at two separate targets requires the use of a special action: Auto-Fire.

If a character wants to throw a grenade as part of the Fire action a slightly different process is used to determine success. First of all the player chooses where he wants to throw the grenade to and measures the distance as per a normal Fire action, except that the player does not have to select an enemy character, he can select a point on the ground. He then rolls a D6 and adds the character's Strength modifier to try and reach the TN, worked out from the range like a firearm. If he equals or beats the TN the grenade lands and explodes in the exact place aimed for. If the result is less than the TN consult the table below (3.26) and then the second table below (3.26) for what happens.

3.26 Strength Result	Effect
-1	The grenade travels D3 inches as described on table 3.27
-2	The grenade travels D6 inches as described on table 3.27
-3 or less	The grenade travels D6+1 inches as described on table 3.27

3.27 D6 Result	Effect
1	The grenade lands 90-degrees to the left of the target
2	The grenade lands 45-degrees to the left of the target
3	The grenade lands directly short of the target
4	The grenade lands directly long of the target
5	The grenade lands 45-degrees to the right of the target
6	The grenade lands 90-degrees to the right of the target

If a grenade lands within 1" of a character he may attempt to pick it up and throw it away. To do this the character must have not already had his go this turn, and by attempting this he may only take a single action when his card is drawn. To pick up the grenade and throw it away before it explodes requires the character to make a Morale test against TN 4. If he fails this then he is not quick enough and the grenade explodes in his hand. Should this be successful he may then take a Fire action with the grenade as normal, though he may only select a target in Medium range or less. If he does not equal the TN for the throw he is too slow getting rid of it and the grenade explodes in his hand. No grenade can be thrown back more than once. To

prevent a thrown grenade being thrown away like this the character using the Fire action to throw it in the first place may hold onto the grenade for as long as possible to make sure no one is able to get rid of it before it explodes. To do this the TN of the action is subject to a +1 penalty.

3.3 Stealth

A character can take a Stealth action to make himself more difficult to hit by dividing for cover, crawling and keeping his head down for example. Doing so means that the character has the equivalent of partial concealment and any enemy Firing at him must do so at a +1 modifier to the character's target number. A character who takes this action can receive both the modifier for being in concealment as well as the modifier for performing the action.

3.4 Aim

A character taking this action ignores everything else going on around him and concentrates on hitting his target. If a character selects this as his first action he receives a +1 modifier to his subsequent Fire action. He may not take it as his second action and have the +1 modifier carry over to his next turn.

3.5 First Aid

A character who elects to use this action can temporarily reduce the negative affects an injury has on a wounded character. The character performing the action must be adjacent to the wounded character. The player rolls a D6 and adds the character's Morale ability to equal or beat the TN of the injury (table 3.51). If the test is successful the character's wound improves one level, a Serious becoming a Minor etc. However, this is only short term and after D3+1 turns the wound reverts to its original state, but can be subject to another First Aid action. In this way a character with a Mortal Wound (see Injury section 5.0) is able to be kept from dying but only by a constant effort. A character may perform First Aid on himself, but doing so is difficult and as a result the character suffers a +1 modifier to the TN of the injury. A character with a Mortal wound cannot perform this action on himself.

3.51 Injury	Target Number
Minor	2
Serious	4
Critical	5
Mortal	6

3.6 Covering Fire

A character who uses this action does nothing else during his turn but watches an area intently, ready to fire if the enemy reveals themselves. The character may take a single Fire action at any target he has a line of sight on during an opposing character's turn and can do so either before an action or after, but not during. The target must be within a 90-degree field of view in front of the character. The character cannot receive the benefits of an Aim action whilst using Covering Fire.

3.7 Engage

As well as using the Fire action to shoot at targets a character can attack an enemy in hand-to-hand combat by using the

Engage action. If the character is either already within 1" of the enemy or can reach within 1" through use of the Move action hand-to-hand combat begins between the two combatants. The attacking character rolls a D6 and adds his Strength modifier (plus any other appropriate modifiers and those for weapons) against a TN determined by the defending character doing exactly the same. A list of factors affecting hand-to-hand combat is listed in the tables below (3.71 and 3.72). If the attacker equals or beats the TN then he has hit the defender and a wound may be caused. See Injury section (5.0). Should the defender survive the attack and hand-to-hand combat is continued either in a subsequent action or in the next turn any modifiers from the table below (3.71) that the attacker had are no longer applicable except that gained for additional attackers. The defender retains his modifiers

3.71 Modifier to Attackers Roll

+1	Character is Engaging
+2	Defender does not have a line of sight to the character (ie from behind)
+1	Character is attacking from higher ground
+1	For each additional attacker

3.72 Modifier to Defenders Roll

+1	Defender is behind an obstacle
+1	Defender is on higher ground
+1	For each additional defender

The best way to take on an enemy in hand-to-hand combat is with some help. To receive the modifier for having an additional attacker that attacker must already be in hand-to-hand combat with the defendant. The defending character receives the modifier for having an additional defendant only if that defendant is within 1" of the attacking character.

If a character wishes to Engage an enemy in hand-to-hand combat but the enemy is further than 4" away he may do so either by taking two Move actions, or by using the Sprint special action. In this case a character has used up his turn to get close to the character but cannot make an attack roll. However, both characters involved then count as being in hand-to-hand combat.

It is possible that a character who has either Engaged an enemy or who has been Engaged himself may want to withdraw for any number of reasons. If the opposing player agrees (though this is unlikely) then the character can use the Move action or the Sprint special action to disengage. If the opposing player does not agree then the character either has to continue to fight or try and escape. To do the latter the character rolls a D6 adding his Movement modifier against a TN determined by the opposing character rolling a D6 and adding his Strength modifier. In such instances no additional modifiers for weapons may be used. If the character equals or beats the TN he has managed to withdraw from the melee and can take two actions or a special action as normal. If he fails to do this the table below (3.73) shows what effects his failure has.

3.73 Movement Result

	Effect
-3 or less	The character fails to escape and the enemy character automatically scores a hit on him whilst doing so. Roll for damage as normal.
-2	The character manages to escape but the enemy character automatically scores a hit on whilst doing so. Roll for damage as normal. Any action the escaping character makes is at a +2 TN penalty for the rest of this turn
-1	The character manages to escape, but any action he makes is at a +1 TN penalty for the rest of this turn

4.0 Actions (Special)

4.1 Sprint

Instead of taking two Move actions to move a total distance of 8" a character can attempt to Sprint instead, representing a sudden dash by which the character may be able to move further, but not without risk. The character moves a fixed 4" as per the Move action but then the player rolls a D6 and adds the characters Movement ability modifier, the total of which being the additional number of inches the character is able to move. For example: *As the Somali Reinforcements close in the US Ranger decides to get out of the area to avoid being flanked. To get to the safety of the alleyways he has to cross a wide street, a distance of 10". Two Move actions will leave him 2" short and out in the open so he elects to Sprint. He has a Movement ability of +2 and rolls a D6 getting a 3 for a total of 5. With the 4" basic he gets a total of 9", not enough to make it into cover and leaving him dangerously exposed.*

4.2 Hide

If a character takes the Hide action he does everything possible to avoid being detected by the enemy, staying absolutely still if necessary. To determine how far the character is able to move, if at all, roll a D6 and add his Movement ability modifier against the TN of the terrain, as determined by the below table (4.21). How fast the character manages to move across the terrain is determined by with what degree of success he beats the TN by, as shown in the second below table (4.22). If the character fails to equal the TN he still counts as being Hidden, but if he wishes to remain so he cannot move from his position.

4.22 Target Number

Target Number	Terrain
3	Even ground
4	Light undergrowth, brush
5	Light rubble, dense undergrowth
6	Dense rubble, obstacles

4.23 Result

Distance Moved

0	1"
+1	2"
+2	3"
+3 or more	4"

If an enemy has a completely unobstructed line of sight to the character or is less than 1" away the character cannot claim the full benefits of this special action, but does instead receives the benefits of the Stealth action. However, if the line of sight between the enemy and the character is obstructed, if only slight, then the enemy cannot take any action against the character without first making a successful Morale roll to spot him. The enemy character rolls a D6 and adds his Morale ability to reach a Target Number based on the distance between them, see table below (4.24), with the addition of possible modifiers depending on whether the character is in concealment (table 4.25). In this way it is like the check made to see if a character can Fire on an enemy, but if the enemy is using the Hide action the chances of detecting him are significantly less. If the enemy character fails to equal or beat the TN he is unable to Fire upon the character and may elect to perform another action instead. If the roll is successful and the character is spotted he may be Fired upon, but he still receives a +1 modifier to his TN for Hiding in addition to a +1 or +2 modifier for being in concealment.

4.24 Distance Target Number

1" to 2"	3
2" to 4"	4
4" to 8"	5
8" to 16"	6
16" to 32"	7
32"+	8

4.25 Concealment Modifier to TN

Partial	+1
Full	+2

4.3 Auto-Fire

Aside from handguns, shotguns and sniper rifles, all firearms are capable of auto-firing. This represents using a weapons ability to fire on burst or fully automatic modes. Any character with any gun can take two Fire actions in their turn if they so wish, but only at the same target. If they wish to shoot at different targets then they must take the Auto-Fire special action.

Characters armed with sub machinegun's, such as the MP5 or UZI, or assault rifles, such as the M4 or AK47, make a normal roll to hit as per the Fire action. In addition to this they may make a second to hit roll for using this special action. This must be at the same target or another within 2" of the first target. The second target is, however, more difficult to hit and as such has its TN subject to a +1 penalty, accounting for the inaccuracy of firing on automatic.

If the character is armed with a machinegun he is able to take more than one additional shot, usually two for a total of three shots in the character's turn. Like a sub machinegun or assault rifle a machinegun can fire at targets within 2" of the first, but because machinegun's are more effective when firing on automatic, the TN of the second target is not subject to the +1 modifier that sub machinegun's and assault rifles receive. In addition to this a machine gunner may select targets up to 4" away from the first, but targets over 2" away are subject to a +1

modifier to their TN. In this way machineguns can be devastating weapons if deployed correctly, just like in the real world.

There are several different machineguns described in the Weapons section (9.0), and those described have slightly different characteristics from one another. For example: A SAW has a very high rate of fire in the real world and so can Auto-Fire three times for a total of four shots, but the third and fourth shot is subject to a +1 TN because of the inaccuracy created by such a high rate of fire.

4.4 Treat Injury

Any character can use the First Aid action to temporarily help another injured character, but only a character with the Medic special skill (see section 7.0) can use the Treat Injury special action. Dead characters cannot be helped, obviously, but ones with any other injuries can be treated. To successfully treat the injury the Medic rolls a D6 and adds his Morale ability to reach the TN of the injury, as described on the table below (4.41) Should the attempt be successful the injured character's wound is be reduced to the next one down, a Critical becoming a Serious etc, (see Injury section (5.0)). A character who has a Minor wound treated counts as having no wounds at all and is considered to be on full health. Like the First Aid action, Mortally wounded characters cannot treat themselves, but a character with another injury may attempt this special action on himself, but with a +1 modifier to the TN.

4.41 Injury Target Number

Minor	2
Serious	4
Critical	5
Mortal	6

4.5 Carry

Carrying is a special action that can be taken by a character to aid a wounded character's movement, whether by picking up a Mortally wounded character or just helping a Critically wounded character to move to safety, such as a nearby medic or the extraction point. To perform this special action both character's must be adjacent to one another and neither can perform any other action. The character performing the Carry special action rolls a D6 and adds his Strength ability to reach a TN dependant on the injury of the character he is helping. See below table (4.51). How fast the character's manage to move is determined by with what degree of success he beats the TN by, as shown in the second below table (4.52). If the Carrying character fails to reach the TN then he struggles with the wounded character and is unable to make any distance. If two characters perform this action on a wounded companion then they automatically move 6".

4.51 Character's Injury Target Number

Critical	2
Mortal	3

4.52 Result Distance Moved

+0	3"
+1	4"
+2	5"
+3 or more	6"

4.6 Drive

Any character can use this special action, but to do so without the Drive special skill means that any tests made will be at +2 TN. However, even with this penalty most characters will be able to drive a vehicle without crashing it providing he doesn't attempt anything too much above his skills. When using the Drive special action the character rolls a D6 adding his Morale ability score to reach the appropriate TN of the task attempted. When doing this, the character is able to add a modifier to his roll from one of the ability scores of the vehicle being driven.

All land vehicles have a basic movement allowance that they are allowed to use in their turn just like a character taking a Move action. Doing does not require any rolls. If a character should attempt any of the Driver Tasks shown below (see table 4.61), he must make a Morale roll as described above. In addition to the basic movement allowance, a character in a land vehicle may attempt one of the below Driver Tasks. During the distance travelled for the basic movement allowance the vehicle is able to make any number of changes of direction up to 45-degrees at the cost of 1" for each. Any distance travelled in reverse is done so at the cost of 2" for every 1" travelled.

4.61	Driver Tasks	TN
	Full Speed	3
	Turn	4

Full Speed – The character drives the vehicle as fast as possible, using his skills to change gear and accelerate to achieve maximum performance. The degree by which the character makes or fails to reach the TN determines how fast he is able to drive. See table below (4.62). A vehicle may only make two changes of direction up to 45-degrees during the distance travelled at Full Speed. When using Full Speed the character adds the vehicle's Speed ability modifier to his roll.

4.62 Full Speed Result	Effect
+0	The vehicle moves 4"
+1	The vehicle moves 6"
+2	The vehicle moves 8"
+3	The vehicle moves 10"
+4	The vehicle moves 12".
+5 or more	The vehicle moves 14"

Turn – Normally a vehicle can make any number of changes of direction up to 45-degrees in its movement allowance, with the cost of 1" for each one. By using the Turn Driver Task the driver can make one or more changes of direction up to 90-degrees during its movement allowance at the cost of 1" each. Consult the below table (4.63) for how many Turns it can make. When using Turn the character adds the vehicle's Manoeuvre ability modifier to his roll.

4.63	Turn Result	Effect
	+0 to +1	1 90-degree turn
	+2 to +3	2 90-degree turns
	+4 to +5	3 90-degree turns
	+6 or more	4 90-degree turns

Using any weapons mounted on the vehicle is described in the vehicles section (12.0)

4.7 Pilot

Whether it is flying a Huey or a Little Bird, a character needs to use the Pilot special action to do so. To Pilot any air vehicle requires the appropriate special skill (see section 7.0), otherwise the character suffers the +2 modifier to the TN for his lack of proper training. When it comes to highly dangerous actions like landing a Black Hawk under fire it is best to leave it to trained professionals. When using the Pilot special action the character rolls a D6 adding his Morale ability score to reach the appropriate TN as dictated by the table below (4.71). Because there are a number of different things capable of being achieved with this special action, these different things are sub-divided into Pilot Tasks for easier use.

All helicopters can fly up to a set number of inches every turn, indicated by a movement allowance, without having to roll. During the distance travelled for the basic movement allowance the vehicle is able to make any number of changes of direction up to 45-degrees at the cost of 2" for each. Any distance travelled in reverse is done so at the cost of 4" for every 1" travelled. As well as this the character piloting the vehicle can attempt one of the Pilot Tasks described below. For example: *A pilot brings his Black Hawk over a Mogadishu street to allow the US Rangers in the back to fast rope out. The Black Hawk can move 24" per turn as part of its movement allowance and the pilot uses all this to reach his destination. As his single Pilot Task he Hovers, which is TN 4. The player rolls a D6 adding the character's Morale ability of +2 and the Black Hawk's Manoeuvre ability of +2. Even though the player still rolls a 1 the total equals the TN so the US Rangers are able to fast rope out without any additional modifiers.*

4.71	Pilot Task	TN
	Land	7
	Hover	5
	Full Speed	3
	Bank	4

Land – The pilot brings the helicopter to a halt on the ground or stationary object (ie building). The degree by which the character makes or fails to reach the TN determines what affect the task has, shown in the table below (4.72). When using Land the character adds the vehicle's Speed ability modifier to his roll. A Landing helicopter loses both the +1 modifier to its TN from being a helicopter in flight along with the +1 modifier to its TN for being a moving vehicle, making Landing in a combat situation highly dangerous.

4.72 Land Result	Effect
-6 or less	The helicopter crashes D6+1 inches from its LZ, becoming Destroyed. Everyone inside must make a Strength test against the explosion and crash, TN D6+8. Everyone within 4" must make a Strength test against the explosion, TN D6+4
-5	The helicopter crashes D6+1 inches from its LZ, becoming Immobilised. Everyone inside must make a Strength test against the crash, TN D6+4

-4	The helicopter well overshoots its LZ by D6+1 inches and suffers a crash landing, becoming Damaged. Everyone inside must make a Strength test against the landing, TN D6+2
-3	The helicopter well overshoots its LZ by D6+1 inches
-2	The helicopter misses its LZ, overshooting D3+1 inches
-1	The helicopter misses its LZ, overshooting D3 inches
+0	The helicopter lands exactly at its LZ

Hover – The pilot keeps the helicopter in a stationary position in the air, allowing for more accurate firing of its weapons, or its passengers to Fast Rope out. The degree by which the character makes or fails to reach the TN determines what affect the task has, shown in the table below (4.73). When using Hover the character adds the vehicle's Manoeuvre ability modifier to his roll. By using this task the pilot is able to drop off troops (Fast Rope) without making the helicopter vulnerable by Landing.

4.73 Hover Result	Effect
-4 or less	The pilot struggles to keep control of the helicopter, overshooting D6+1 inches. Characters Firing from the helicopter or Fast Roping do so suffer a +3 modifier to the TN
-3	The pilot struggles to keep control of the helicopter, overshooting D6 inches. Characters Firing from the helicopter or Fast Roping do so suffer a +2 modifier to the TN.
-2	The pilot has difficulty keeping the helicopter steady, overshooting D3 inches. Characters Firing from the helicopter or Fast Roping do so suffer a +1 modifier to the TN.
-1	The pilot has difficulty keeping the helicopter steady. Characters Firing from the helicopter or Fast Roping do so suffer a +1 modifier to the TN
+0	The pilot Hovers successfully

Full Speed – The pilot flies as fast as possible. The degree by which the character beats the TN determines how fast the helicopter is able fly, shown in the table below (4.74). A vehicle may only make two changes of direction up to 45-degrees during the distance travelled at Full Speed at the cost of 4" each. When using Full Speed the character adds the vehicle's Speed ability modifier to his roll.

4.74 Full Speed Result	Effect
+0	The helicopter flies 4"
+1	The helicopter flies 8"
+2	The helicopter flies 12"
+3	The helicopter flies 16"
+5	The helicopter flies 20".
+6	The helicopter flies 24"

Bank – The pilot changes the direction the helicopter is moving in at an angle outside its normal allowance. Normally a helicopter can make any number of changes of direction up to 45-degree s during its movement allowance, with each counting as moving 2". By performing a Bank Pilot Task the helicopter is able to make one or more changes up to 90-degrees during its movement allowance each counting as 2". When using Bank the character adds the vehicle's Manoeuvre ability modifier to his roll.

4.75 Bank Result	Effect
+0 to +1	1 90-degree turn
+2 to +3	2 90-degree turns
+4 to +5	3 90-degree turns
+6 and above	4 90-degree turns

Using the weapons systems on a helicopter is described in the vehicles section (12.0).

4.8 Fast Rope

Characters transported in the back of a helicopter can use this special action when the helicopter is performing the Hover Pilot Task (see Pilot Special Action, 4.6). The character rolls a D6 and adds the Movement ability modifier to reach TN 4. The success or failure of the attempt is shown on the table below (4.71).

4.81 Fast Rope Result	Effect
-3 or less	The character loses his grip and falls to the ground. He must make a Strength roll against damage TN D6+3
-2	The character loses his grip before the end and falls some way to the ground. He has to make a Strength roll against damage TN D6+1
-1	The character comes down too fast and has to make a Strength roll against damage TN D6-1
+0	The attempt is successful and the character can move up to 1" away from the helicopter
+1	The attempt is successful and the character can move up to 2" away from the helicopter
+2	The attempt is successful and the character can move up to 3" away from the helicopter

4.9 Use Radio

During a scenario it is possible that a Patrol Radio can be used to create a number of different events, as determined by the scenario played. To perform this Special Action the character in possession of the Patrol Radio rolls a D6 adding his Morale modifier to determine if the TN of the task is reached. Alternatively, if the leader of the squad is within 2" of the character with the Patrol Radio, his Morale modifier can be used instead as he shouts commands at the signals operator.

5.0 Injury

When a character has been hit by an attack there is a chance he has been wounded. The attacking player rolls a D6 and adds the Damage modifier of the weapon to form the TN that the player must reach to avoid an injury. The player controlling the character hit rolls a D6 adding the character's Strength modifier and any additional modifiers, such as that for body armour to try and equal or beat this TN. If the defending character's result is equal or higher than the TN then no wound is caused. If it is less then consult the below table (5.01) for the result.

In hand-to-hand combat the attacking player's TN for damage receives a +1 modifier for each number he'd beaten the defending player's TN by when rolling to hit: For example: *Having run out of ammunition a Delta Force soldier Engages a Somali Militiaman. The TN for the Somali is 3 (D6 roll of 2, plus rifle butt +1). The Delta Force soldier rolls a D6 adding his Strength modifier of +1, and the +2 modifier of his knife for a total of 7 (D6 roll of 4, plus Strength +1 and knife +2). The Delta Force soldier beats the Militiaman by 4. When rolling for damage the Delta Force soldier gets 10 in total (D6 roll of 5, plus Strength +1 and hit +4). The Militiaman rolls a 4 on the D6 and receives no modifiers. The difference of -6 means the Militiaman is killed instantly, the knife buried to the hilt in his chest.*

5.01 Strength Result	Effect
-1	Minor wound – No effect, but treat a second Minor Wound as a Serious Wound
-2	Serious Wound – Character suffers a +1 modifier to the TN of all actions and goes 1" less when taking a Move action
-3	Critical Wound – Character suffers a +2 modifier to the TN of all actions and can only perform one action per turn, so cannot perform special actions. When taking the Move action he goes 2" less
-4	Mortal Wound – Character is incapacitated; unable to take any action. He will die in D6+1 rounds unless treated.
-5 or less	Dead

Remember, TN penalties due to injury are stackable, meaning that a character who is injured twice suffers a TN penalty equal to the total of both TN penalties. For example: *The US Ranger has been shot in the thigh (Serious Wound, +1 TN) whilst trying to rejoin his fleeing squad. He gets fired at as he limps away and is shot again. The TN for the new hit is 9 (D6+4 for the AK47, +1 for the Serious Wound). With a Strength of 2 he can only get an 8 in total, but rolls a 4 for a total of 6. The difference is -3 so he suffers a Critical Wound, taking his total injury to +3 TN (+1 and +2) and means he can only take a single action per turn, and can only Move 1". With the Somali Militia almost upon him his chances don't look good.*

5.1 Mortally Wounded Characters

The more characters who survive the game the more chance of the player's side securing a victory. For this reason it is important to have a Medic who can save as many characters from death as possible, though even with a Medic it is possible that one or more characters might end the game with a Mortal Wound. Simply

making it until the end of the game does not mean that the character survives, but it does mean that they have a good chance of making it. If it can be assumed that the character can receive medical attention either immediately post battle, or be hospitalised a short time later the character receives a Treat Injury attempt, as per the special action. Make the roll using either a Morale of +3 or a surviving Medic's Morale if it is higher. If the attempt is successful the character receives emergency treatment and survives, just.

6.0 Battlefield Environments

6.1 Difficult Terrain

As mentioned earlier all characters can move a basic 4" across level terrain by taking a Move action. Should the character want to cross difficult ground they are required to make a Movement roll against the TN of the ground in question. If the character is moving over an obstacle as opposed to crossing rough terrain, measure the vertical height of the object, such as a wall and use this number for the distance needed to be crossed. Make the Movement roll as normal. The table below (6.11) shows various types of terrain and the TN required to cross them. The second table (6.12) shows the degree of success gained from the result. For example: *A Delta Force soldier rushes to the aid of the wounded US Ranger. To avoid the enemy he has to scale a wall and negotiate through a ruined building. The Delta Force soldier Sprints, moving 4" basic plus 5" more for the Sprint (D6 roll 4 and +1 Movement), for a total of 9". The wall he has to climb is 1"½" in height so is TN 4. The Delta Force soldier makes another Movement roll, getting 4 (D6 roll 3 and +1 Movement), making it but only just. He moves over the wall a ¼ pace so the 1"½" wall counts as moving 6" (1"½"x4). He only has 2" left to reach his companion but his path takes him through dense rubble, TN 3. He makes a third Movement roll getting 6 (D6 roll of 5, plus +1 Movement). He beats the TN by +3 meaning he moves through the building at full pace costing him 2", so he reaches his companion with 1" to spare.*

6.01	Target Number	Terrain
	1	Dense undergrowth, sand dunes, light rubble
	2	Shallow water
	3	Dense rubble, obstacle (1" height), bog
	4	Deep water, obstacle (1"-2" height)
	5	Obstacle (2"-3" height)

6.02	Result	Effect
	+0	¼ movement
	+1	½ movement
	+2	Full movement

6.2 Night Fighting

These rules assume the battle is being fought during the daytime and as such there is plenty of light. Battles fought under less light conditions provide significant advantages and disadvantages for those involved. Unless otherwise stated by a scenario the battle is fought during the daytime, but alternatively should both players consent a roll on the below table (6.21) can determine what level of light is available.

6.21	D6 Roll	Light Level
	1-2	No Light
	3-4	Low Light
	5-6	Full Light

No Light – If the battle is being fought under these conditions there is virtually no ambient light save that of the stars or perhaps moon. Any action or special action a character performs in No Light is done so with a +2 penalty to the TN. In addition a character cannot attack an enemy, even one they have an unobstructed line of sight on unless the character first makes a Morale roll to spot them as though the enemy were using the Hide special action. If the enemy is using the Hide special action the character must roll to spot him twice. Both rolls are subject to the +2 TN penalty.

Low Light – This condition assumes a battlefield where there is some light, but not as much as during the day. Typical Low Light settings include dawn or dusk, or a village at night. Any action or special action a character performs in Low Light does so with a +1 penalty to the TN. In addition a character cannot attack an enemy, even one he has an unobstructed line of sight on unless the character first makes a Morale roll to spot them. This uses the table in the Fire action section (3.23), not as per the Hide special action like under No Light conditions. This roll is subject to the +1 TN penalty for Low Light.

Full Light – Such environments would include daytime exteriors or a well-lit city street at night. Characters suffer no modifiers for fighting in such conditions.

7.0 Weapons

Characters can be equipped with a variety of armaments, but all fall under the following groupings: Melee Weapons, Handguns, Shotguns, Sub-Machineguns, Assault Rifles, Machineguns, Heavy Weapons and Grenades, some of which have special rules which only apply to them. Often a character will have a number of different weapons such as a knife, handgun, assault rifle and grenades. No character can carry more than 4 weapons at any one time, machineguns and heavy weapons count as 2 weapons not 1.

All weapons have eight characteristics, five for range categories (Close, Short, Medium, Long and Extreme) showing at what distance a target falls under each category and a Maximum Range (MR). The number indicated under each category is the distance at which that category takes effect. So, an MP5 has a Medium range of 12", meaning that any target 12" or further away is at Medium range until the distance for Long range is reached. Enemies who are so close to a character that they are below the number given for Close range are too near to effectively shoot at and the character must increase the distance between them in order to take his shot. Weapons that have a Close range of 0" are able to Fire at targets even if they are adjacent to them, as long as neither character has Engaged.

Damage (DMG) indicates how powerful the weapon is and is the number added to a D6 roll when a character is hit and any injuries are being determined. Lastly Ammo is used rarely as a test to whether the weapon has run out of its ammunition if the character or weapon is classed as Ammo-Low. Depending on the scenario or a particular weapon, it may be that one or more characters in the squad become Ammo-Low either for all or

some of their weapons. If any character with Ammo-Low status rolls a 1 while Firing, roll an additional D6. If the new number is less than the Ammo characteristic of the weapon the character has expelled his last round and the weapon is useless. If the rolls equals the Ammo number the character has managed to resist letting rip and has some rounds left, but every time he Fires he must follow the roll with another Ammo roll to check to see if that was his last round. If the roll was above the Ammo characteristic then the character has been practicing good ammunition management and only needs to make another test should he be unlucky enough to roll another 1 to hit.

7.1 Melee Weapons

Characters armed with melee weapons may attack or defend when Engaged or Engaging in hand-to-hand combat. They cannot be used for any other action.

Unarmed

Every character is capable of fighting unarmed in hand-to-hand combat and does so by rolling a D6 and adding his Strength ability modifier.

Knife

Most characters carry knives as tools, but used in hand-to-hand combat, giving the character a +2 modifier to his Strength roll.

Rifle Butt

If a character is armed with an assault rifle or sniper rifle he can use it as a melee weapon, giving the character a +1 modifier to his Strength roll in hand-to-hand combat.

7.2 Handguns

Some soldiers carry handguns as backup weapon, but they are rarely used as a primary weapon as they do not have very good range and only carry limited amounts of ammunition. The fact that they are small and light means that they benefit from very fast target acquisition and as such it is easier to hit targets at lower ranges with a handgun than it is with most other weapons. Handguns cannot Auto-Fire.

Colt 1911

Used as the standard issue sidearm in the American army for the majority of the 20th Century, but was later replaced by the M9. Though only holding 7 rounds, it's .45-calibre rounds pack quite a punch.

1911: C 0" S 9" M 11" L 13" E 15" MR 17" DMG 4 AMMO 6

M9

The M9 is the military version of the famous 9mm Beretta, introduced at the start of the 90's as the replacement for the Colt 1911. Though a smaller calibre than the Colt, it carries considerably more rounds and is slightly more accurate.

M9: C 0" S 10" M 12" L 14" E 16" MR 18" DMG 3 AMMO 5

Desert Eagle .50

The Desert Eagle .50 is one of the most powerful handguns in the world with its huge .50-calibre round. For a handgun with such a high calibre the Desert Eagle is considerably accurate at range but can only carry 6 rounds. If a character armed with this weapon takes two Fire actions, his second shot is at a +1 TN penalty on account of the Desert Eagle's high recoil.

DE .50: C 0" S 8" M 12" L 14" E 18" MR 20" DMG 5 AMMO 6

7.3 Shotguns

Though outclassed in modern warfare by most other weaponry shotguns are still used throughout the world by police forces for urban combat. Shotguns cannot Auto-Fire. These weapons differ slightly from other weapons in that the damage caused by them is affected by range, as shown in the below table (7.31)

7.31	Range	Damage
	Close	+2
	Short	+1
	Medium	+0
	Long	-1
	Extreme	-2

Benelli M1

The M1 is a standard pump- action shotgun firing a 12-bore (12-gauge) shell of which it can hold 7. If the user takes two Fire actions the second is at a +1 penalty on account of the difficulty in firing a pump-action weapon quickly.

MP5: C ½" S 4" M 12" L 14" E 18" MR 24" DMG 4 AMMO 6

7.4 Sub Machineguns

Sub machineguns fill the gap between the range and stopping power of the assault rifle and the target acquisition of the handgun. Sub machineguns tend to be more accurate at lower range categories than assault rifles, but cannot compete when firing at targets at greater distances. Unless otherwise stated sub machineguns can Auto-Fire once at a target within 2" of the first, but do so with a +1 penalty to the TN.

MP5

Regarded as the top standard in sub machineguns, Heckler & Koch's MP5 is used by both police and military forces throughout the world because of its considerable abilities. It can Auto-Fire once and without the +1 penalty to the TN on account of its low recoil and accurate automatic fire.

MP5: C ½" S 8" M 12" L 14" E 18" MR 24" DMG 3 AMMO 4

MP5SD

Normally sound suppressors are fixed to guns by screwing them onto the barrel, but this is not the case with the MP5SD. The weapon is made with a permanently attached suppressor that is actually constructed as part of the barrel. Because of this the MP5SD makes no more noise firing a round than it makes when the hammer strikes the casing. It can Auto-Fire once and without the +1 penalty to the TN on account of its low recoil and accurate automatic fire. In addition to this because of the sound suppressor a character armed with this weapon does not automatically reveal his location when the weapon is fired and therefore characters do not receive the +2 modifier to their Morale rolls for trying to spot him.

MP5SD: C ½" S 7" M 11" L 13" E 16" MR 22" DMG 3 AMMO 4

P90

The FN-P90 uses a 5.7mm round that was designed as a replacement to the 9x19mm handgun round. The 5.7mm round is smaller so weapons using it can carry considerably more ammunition, but it also has a longer casing to deliver more power. Characters wearing Body Armour receive only a +1 modifier to Strength rolls against damage from this weapon instead of +2.

P90: C 0" S 6" M 10" L 12" E 18" M 24" DMG 4 AMMO 3

UZI

The UZI 9mm is an Israeli weapon made famous by a certain Austrian bodybuilder turned actor. Though outdated by newer sub machineguns it is still in common use and remains an effective weapon.

UZI: C 0" S 6" M 10" L 14" E 16" M 22" DMG 4 AMMO 4

7.5 Assault Rifles

Assault rifles are the standard issue weapons of the world's infantry thanks to the weapons all round combat capabilities. Unless otherwise stated assault rifles can Auto-Fire once at a target within 2" of the first, but at a +1 penalty to the TN.

M16

The M16A1 first appeared in the Vietnam War and has been in use in different variants throughout the world since that time. It fires the 5.56x45mm NATO round and is equipped with a 3-round burst mode instead of fully automatic.

M16: C 1" S 5" M 10" L 20" E 30" MR 40" DMG 4 AMMO 4

M4

The M4A1 is a carbine variant of the classic M16 assault rifle. The M4 fires the same ammunition as the M16 but is more light-weight and features a shorter barrel more suitable for fighting at close-quarter than the M16. As a result, however, it is not as accurate at longer ranges.

M4: C 1" S 6" M 12" L 18" E 27" MR 36" DMG 4 AMMO 4

AK47

The AK47 is one of the most widely used weapons in the world thanks to its ease of use, reliability and low cost. Throughout the decades since its introduction many different countries have produced their own variants of the weapon.

Ak47: C 1" S 4" M 7" L 14" E 21" MR 28" DMG 4 AMMO 4

FN-FAL

The FN-FAL is a French made assault rifle firing the 7.62x39mm NATO round. As a result it is more powerful than other assault rifles but because of the larger round it is less accurate and cannot hold as much ammunition. The FN-FAL can Auto-Fire once, but with both the first and the second shot at a +1 TN penalty because of its comparatively high recoil.

FAL: C 1" S 4" M 8" L 16" E 24" MR 32" DMG 5 AMMO 5

M203

The M203 is not an assault rifle but a grenade launcher that is attached under the barrel of either the M16 or the M4. It fires a small but powerful grenade that explodes on impact. The grenade is only armed after it has travelled 8", so if fired at a target at a shorter range the grenade will not explode. The M203 cannot Auto-Fire. Character's armed with this weapon can select what type of ammunition the M203 fires from the Grenades section (7.8). A character only carries that kind of grenade unless he spends additional Purchases (see section 11.0). A character hit directly by the grenade suffers the Damage listed in the grenades profile.

M203: C na S na M 8" L 16" E 24" MR 32" DMG na AMMO na

7.6 Sniper Rifles

The usefulness of snipers has been proved in conflicts through the 20th Century, despite their banned status by the Geneva Convention. The sniper rifle is a weapon designed to deliver highly accurate fire at long range to take out important targets. To do so requires proper training and aptitude and as a result to use a sniper rifle without penalty requires the Sniper special skill. All sniper rifles come with a telescopic sight allowing for precision shooting so that a character taking the Aim action receives a +2 modifier to his subsequent Fire action instead of the usual +1 modifier. Sniper rifles cannot Auto-Fire.

M21

The M21 is a semi-automatic long-range rifle that fires the 7.26x39mm NATO round of which it holds 20. Previously the US Army's standard sniper rifle, it has been replaced by the M40 but is still used by US forces and others around the world because of its good all-round capabilities.

M21: C 1" S 3" M 6" L 30" E 45" MR 60" DMG 5 AMMO 5

PSG-1

This sniper rifle is made by world famous gunsmith's Heckler & Koch. It fires the same NATO round as the M21 and is designed primarily for urban use, such as in hostage-rescue situations. For this reason the PSG-1 is highly accurate at close ranges, but at longer range falls behind similar weapons.

PSG-1: C 1" S 3" M 10" L 35" E 45" MR 55" DMG 5 AMMO 5

M40

The M40 is a bolt-action long-range rifle used as standard by snipers in the US military. It fires a higher calibre round than the M21 allowing for even greater range and stopping power. However it only holds six rounds and because it is bolt-action it is not only unable to Auto-Fire, but in addition a character using the weapon who takes a second Fire action does so at a +1 modifier to the TN.

M40: C 1" S 2" M 5" L 36" E 54" MR 72" DMG 6 AMMO 6

M82

The Barrett "Light" 50 weighs in at a little under 15kg and is built for extremely long range sniping at armoured as well as human targets. It fires a .50-calibre round that can go through an engine block and still kill a man on the other side. In addition to its normal round the M82 also comes with a high-explosive armour-piercing (HEAP) round which is designed to pierce the armour of an APC or tank and detonate inside creating a small explosion to kill and incapacitate crew and passengers. When using this weapon the player can elect before each shot which round he is using. If a character armed with this weapon takes two Fire actions, then the second one is at a +1 TN penalty because of the weapons fearsome recoil. If the character uses the HEAP round against a vehicle, roll to hit and damage as normal. If the Armour roll for vehicle is less than the TN for the damage, the round has pierced the hull and detonates inside causing D6+3 damage to all crew and passengers. A character hit by the HEAP round takes damage as per the .50-calibre round, and the HEAP bullet does not explode.

.50: C 1" S 2" M 4" L 30" E 50" M 80" DMG 8 AMMO 6

HEAP: C 1" S 2" M 4" L 24" E 48" M 72" DMG 9 AMMO 6

Druganov SVD

Developed by the Soviet Union, the original Druganov SVD was first produced at the same time as the Vietnam War was being fought. It is rumoured that Soviets saw this as a perfect

opportunity to test the weapon and sent in Spetsnaz (Special Forces) in secret to test prototypes of the weapon on US troops in the field during the conflict. The Druganov is, however, outdated by modern sniper rifles.

SVD: C 1" S 3" M 6" L 26" E 39" MR 52" DMG 5 AMMO 5

7.7 Machineguns

With their ability to deliver automatic fire more accurately than other weapons combined with their range capabilities, machineguns are one of the most feared infantry weapons. To use a machinegun effectively requires specialist training, therefore to use this weapon without a penalty requires the Machine Gunner special skill. Unless otherwise stated machineguns can Auto-Fire twice, with the last shot at a +1 penalty to the TN. In addition they can Auto-Fire at enemies up to 4" from the first target, but enemies over 2" away have a +1 modifier to the TN.

SAW

The Squad Assault Weapon, also known as the M249 and the Minimi, is a high rate of fire light machinegun used by both American and British armed forces. It can Auto-Fire up to three times, with the second and third times at +1 TN.

SAW: C 1" S 4" M 8" L 24" E 36" MR 48" DMG 4 AMMO 4

M2

The M2 is a .50 calibre machinegun that has been in service since WWII. Though with a comparatively low rate of fire when compared to other machineguns it has both excellent range and unprecedented stopping power to make up for it. The M2 is capable of Auto-Firing only one time, but without penalty, even if the target is further than 2" from the first. The M2 cannot be carried by a character.

M2: C 1" S 4" M 9" L 28" E 42" MR 56" DMG 7 AMMO 5

M60

The M60 has been in service since the Vietnam War and has proven itself as a robust medium machinegun with a respectable rate of fire and considerable stopping power.

M60: C 1" S 4" M 8" L 26" E 39" MR 52" DMG 5 AMMO 4

Minigun

The Minigun is a multi-barrelled electronically operated machinegun capable of two firing modes: either 2000 rounds per minute, or 4000 rounds per minute. The Minigun is only ever an armament on a helicopter, and can never be carried by a character. The Minigun can Auto-Fire six times; refer to the below table for the TN penalties for doing so (7.71).

Minigun: C 1" S 4" M 7" L 20" E 30" MR 40" DMG 5 AMMO 4

7.71	Auto-Fire	TN Penalty
	1 and 2	0
	3 and 4	+1
	5 and 6	+2

7.8 Grenades

Grenades have been standard issue for most of the world's infantry for decades because of their ease of use and killing capabilities are short distances. A character armed with grenades is counted as having Ammo-Low status for the grenades, meaning should he roll a 1 whilst using his grenades he must make an Ammo roll to see if he runs out. A character can carry several different types of grenade.

Frag Grenade

The basic frag grenade is armed when the pin is removed, setting off a timer, usually 3 to 5 seconds. When the time runs out the grenade explodes spraying shrapnel at any caught within its blast radius, often taking out multiple enemies with a single good throw. Any character caught within the blast radius of the grenade must make a Strength test to avoid injury as shown on the below table (7.81).

Frag: C 1" S 3" M 5" L 7" E 9" M 11" DMG 8 AMMO 6

7.81 Distance from Grenade	Damage
0" to 1"	D6+6
1" to 2"	D6+4
2" to 3"	D6+2

Stun Grenade

Also known as the Flash Bang, this grenade explodes with a deafening noise and blinding flash with the intention of disorientating an enemy long enough to be neutralise, typically in a hostage-rescue situation. Any character caught within the blast radius of the stun grenade must make a Morale test to avoid being disorientated as shown on the below table (7.83).

Stun: C 1" S 3" M 5" L 7" E 9" MR 11" DMG na AMMO 6

7.82 Distance from Grenade	TN
0" to 1"	D6+6
1" to 2"	D6+4
2" to 3"	D6+2

7.83 Morale Result	Effect
-2	Lose both actions.
-1	Lose one action.
+0	Unaffected

CS Gas Grenade

Also referred to as Tear Gas, CS Gas is used to disable enemies by poisoning them with a non-lethal chemical that creates a burning sensation in the mouth, nose, throat and eyes. Any character caught within the blast radius of the stun grenade must make a Strength test to avoid being poisoned by the gas as shown on the below table (7.84). If the character fails the roll he suffers a +2 penalty to all TN's as if he had been wounded. For the rest of the battle the grenade remains in place and any character coming within 4" of it must make a Strength test as described above. If a character moves out of the blast radius of the CS Gas Grenade he may make another Strength test against the same TN to see if he is still affected by the gas, but he does so with a +1 modifier to the roll for every turn he has been out of the gas until he equals the TN.

CS Gas: C 1" S 3" M 5" L 7" E 9" MR 11" DMG na AMMO 6

7.84 Distance from Grenade	TN
0" to 1"	D6+4
1" to 2"	D6+2
2" to 3"	D6+1
3" to 4"	D6

White Phosphorous Grenade

When this grenade explodes it spays a chemical (white phosphorous) over its blast radius instead of shrapnel. This highly dangerous substance burns through clothing and skin and can only be removed by running water very slowly over it, before scraping it off. Any character caught within the blast radius of the grenade must make a Strength test to avoid injury as shown on the below table (7.86). In addition to this unless a First Aid or Treat Injury is successfully completed in the same turn as the character receives the injury he will have to make a second roll against the grenades damage next turn when his card is drawn. This time use the second below table (7.87) to determine damage, using the distance the character was from the grenade when it exploded the turn before. Body Armour does not protect against this grenade.

WP: C 1" S 3" M 5" L 7" E 9" M 11" DMG na AMMO 6

7.86 Distance from Grenade	TN
0" to 1"	D6+4
1" to 2"	D6+2
2" to 3"	D6+1
3" to 4"	D6

7.87 Distance from Grenade	TN
0" to 1"	D6+2
1" to 2"	D6+1
2" to 3"	D6
3" to 4"	na

7.9 Heavy Weapons

Heavy weapons cover all modern warfare weapons not mentioned in the other categories, such as anti-armour weapons, mortar's and large gun emplacements. To use a heavy weapon effectively requires special training and therefore to use one

without penalty requires the Heavy Weapons special skill. Heavy weapons cannot Auto-Fire.

LAW

The Light Anti-Armour Weapon is a one-shot disposable rocket capable of destroying APC's and unarmoured vehicles and disabling tanks. Once it has been used the character cannot use this weapon again during the battle. See the Vehicles section (12.0) for details about vehicle damage. Any character or vehicle who suffers a direct hit takes the full Damage for the weapon as shown in the profile, those caught within the blast radius of the weapon suffer damage as per the below table (7.91).

LAW: C 1" S 6" M 12" L 16" E 24" MR 32" DMG 12 AMMO na

7.91 Distance From Blast	Damage
0" to 1"	D6+8
1" to 2"	D6+6
2" to 3"	D6+4
3" to 4"	D6+2

RPG

The Rocket Propelled Grenade is a reload-able anti-armour weapon capable of destroying or disabling APC's and unarmoured vehicles. Unless otherwise stated a character armed with an RPG must make an Ammo roll after every shot to see if his ammunition is expelled. See the Vehicles section (12.0) for details about vehicle damage. Any character or vehicle who suffers a direct hit takes the full Damage for the weapon, those caught within the blast radius of the weapon suffer damage as per the below table (7.92).

RPG: C 1" S 5" M 10" L 15" E 20" MR 30" DMG 10 AMMO 6

7.92 Distance From Blast	Damage
0" to 1"	D6+7
1" to 2"	D6+5
2" to 3"	D6+3
3" to 4"	D6+1

8.0 Equipment

In addition to the normal supply of ammunition and rations a character is said to have in his possession, he may also have special equipment which he can make use of during the battle. Some items of special equipment are one shot only items, whilst others can be used at any times. Most often special equipment will be assigned as part of the scenario played and can be assigned to any character in the squad

First Aid Kit

A character who has a first aid kit in his possession receives a considerable advantage when either using the First Aid action or the Treat Injury special action. When performing either he can elect to have a +1 modifier to his Morale roll.

Telescopic Sight

The character's weapon has a sight attached to it for increased accuracy. When using the Aim action the character gains a +2 modifier to his subsequent Fire action instead of the usual +1. If the player gives this piece of equipment to a character armed with a sniper rifle then if that character uses the Aim action he gains a +3 modifier to his subsequent Fire action at targets at extreme range accounting for having a more powerful sight. Character's do not receive the benefits of using a Telescopic Sight at targets who are either in the Close or Short range categories.

Body Armour

Usually comprising of multiple layers of Kevlar worn as a vest with ceramic plates over the chest area, Body Armour protects against bullets from handgun calibre to those fired from rifles. Wearing a Kevlar vest will not guarantee a character's survival should he be shot, but it does increase his chances. A character wearing a Kevlar vest makes Strength rolls to avoid injury with a +1 modifier if the damage is from melee weapons, grenades, heavy weapons, assault rifles and sniper rifles, and a +2 modifier if the damage is from handguns, shotguns and sub machineguns. Body Armour does not protect a character from other sources of damage such as that caused when a vehicle crashes.

Respirator

A Respirator consists of an airtight facemask and air filter to allow the wearer safety from poisoned gases. A character equipped with a respirator automatically makes all Strength tests for avoiding the affects of CS gas. However, Respirator's can restrict visibility so a character wearing a Respirator suffers a +1 penalty to the TN of enemies who fall under the Long or Extreme range categories.

Night Vision Goggles

Night Vision Goggles work by amplifying any available ambient light allowing the wearer to see up to eight times better than a human at night. A character wearing Night Vision Goggles does not suffer the +2 TN penalty caused by No Light conditions but instead refers to the table below (8.01) for the penalty, if any. The character does not suffer the +1 TN penalty caused by Low Light conditions, but must still make the Morale test for spotting targets. He does however do with +1 modifier to the roll.

8.01 Distance	TN Penalty
0" to 10"	-0
10" to 25"	-1
25"+	-2

Night Vision Sight

A Night Vision Sight works in the same way as Night Vision Goggles except that it is attached to a weapon and the Night Vision Sight only negates the penalty for No Light conditions

when the character is using a weapon either with the Fire action. Use the below table (8.02) instead to work out the TN penalty.

8.02 Distance	TN Penalty
0" to 20"	-0
20" to 40"	-1
40"+	-2

Thermal Imaging Sight

Thermal Imaging Sights allow the user to see in the dark by reading the amount of heat given off by objects or enemies and creating a heat signature that the user sees, enabling him even to see targets through other objects. A character whose weapon is equipped with a Thermal Imaging Sight does not suffer the +2 TN penalty caused by No Light conditions when using the Fire action to attack a target, nor does he have to make a Morale test to spot them. In addition the character can see enemies through cover and can attempt to shoot at them *through* the cover. If a character wishes to do this then he Fires at the enemy as normal, but the TN modifier given to the enemy by the cover, whether it is partial or full concealment, is negated. Instead if a hit is scored the enemy shot receives a modifier to their Strength roll to resist damage based on what type of cover they had, as shown on the below table (8.02)

8.02 Type of Cover	Strength Modifier
Light (Wooden crate, door)	+2
Medium (Car, metal door)	+3
Heavy (Brick wall, APC)	Passes automatically

Patrol Radio

Every squad has one and it is possible to have more than one. A character in possession of a radio can call in air strikes, radio for extraction, order an artillery barrage or any number of other things as determined in the scenario played.

9.0 Characters

All characters on both sides are represented by four basic abilities: Movement, Weapons, Strength, and Morale. The majority of tests the character makes will be based on these plus any additional modifiers. To make an ability test the player rolls a D6 and adds the ability modifier against a pre-determined Target Number.

The ability scores range from +0 to +3, representing differing levels of prowess: +0 being the lowest, +3 the highest. Most characters abilities will be either +0 or +1, with only a select few able to have +2, or +3. The below table (9.01) shows the equivalent levels of skill real world armed forces would have in this game.

9.01 Ability Score	Equivalent
0	Novice soldier, militia
1	Competently skilled soldier
2	Highly trained soldier
3	Veteran/Special Forces

9.1 Movement

This ability represents how fast a character is capable of moving. It is used to determine how far in inches a character moves when he takes a Sprint special action and how well a character can cross difficult ground such as rubble or water. See the Movement section (8.0) for further details.

9.2 Weapons

Any time a character uses a ranged weapon this is the modifier that is added to the D6 roll. Though used for all weapons, certain weapons (called specialist weapons) require special skills to use correctly. Such weapons include machineguns and sniper rifles. If a character attempts to use a specialist weapon without the appropriate skill he suffers a penalty for his incompetence. In such circumstances the TN is increase by +2.

9.3 Strength

This is the modifier a character adds when he rolls for the result of being wounded and also for resolving hand-to-hand combat battles. See the combat section (9.0) for more information on hand-to-hand fighting.

9.4 Morale

This ability cover's a character's intelligence, ability to keep cool under fire, follow order and take special actions such as Treat Injury, Pilot and calling in air strikes. It is used the same as any other ability with a D6 roll plus the ability score.

Morale Test – Getting shot at is not a pleasant experience and most people go out of their way to avoid it. During a game certain situations require a character or multiple characters to make a Morale Test to avoid breaking. These situations are described below. When this happens the character must roll a D6 adding his Morale modifier to try and beat TN 3. If he equals or beats the TN he suffers no ill effects, but should he score less he suffers the effects as shown in the below table (9.01)

Factors requiring a Morale Test

- The squad leader has been killed or is fleeing.
- A character is within 2" of a friendly character who is killed
- Each time 25% of the squad is killed.

9.01 Morale Result

Effect

-3 or less	The character's courage has failed and on his next and subsequent turns he must take two Move actions or a Sprint special action to get as far from the enemy as possible. If he is unable to do this without coming in the line of fire of another enemy he may Hide
-2	The character's courage has suffered a severe blow. On his next and subsequent turns he must take a single Move action away from the enemy as he tries to withdraw. If this takes him into the line of sight

-1

of an enemy he may Stealth instead

The character is shaken and must take a single Move action away from the enemy on his next turn only. If this takes him into the line of sight of an enemy he may Stealth instead. After this he suffers no other effects

If a character has failed a Morale Test he is allowed to take another at the end of his turn. If he passes this then he has swallowed his fear and can rejoin the fighting. If he fails he continues to flee as described in the above table (9.01) but can make another Morale Test at the end of that turn, but this time at a +1 penalty to the TN. If the same should happen again he receives another +1 penalty for a total of +2 TN. This way it is possible that a character who flees will not rejoin the fighting.

10.0 Special Skills

Not everyone is capable of headshots at 400 metres, in the same way not everyone knows just how to throw a HMMV around the Mog. Special skills allow certain characters to do just that. The Squads (11.0) section deal with the acquisition of these skills, but below is the list of special skills available and the benefits they have to the character.

Nails

"Put the arterial clamp down, Doc. It's only a flesh wound."

Hard as...A character with this skill can re-roll any Strength test for resisting the effects of damage, taking the best result. He can do this once per game.

Sharpshooter

"Oswald? Don't talk to me about Oswald. My little sister could out shoot Oswald."

Some just have an uncanny knack for shooting whilst others practice to perfection. A character with this skill can re-roll any failed Fire action once per game.

Sniper

"One shot, one kill."

Assault rifles and machineguns are toys for boys. A sniper rifle is the weapon of the professional. A character with this skill is able to use any sniper rifle without negative modifiers and is also able to ignore the +1 TN penalty for not firing at the closest target. As such snipers are to be feared, but are, thankfully, rare.

Medic

"I love the smell of burning napalm in the morning. It smells like... a long day at the office."

Every squad needs one, and most could use a lot more. A medic can keep others alive, simple. A character with this skill can

perform the Treat Injury special action using his Morale ability modifier.

Leader

"This is gonna be the toughest op yet. The chance's of everyone making aren't good... See you if – I mean when you get back."

To be a true leader requires more than just a rank. This skill represents a character's ability to inspire his men and make sure they don't quit. Any character within 8" inches of a character with this skill can re-roll any failed Morale check to avoid fleeing. Only the squad leader may have this special skill.

Black-Belt

"If you're gonna draw that knife boy, you'd best know how to use it..."

Whether picked up on the streets or in a dojo this character knows how to handle himself in a ruck. When making Strength tests to resolve hand-to-hand combat this character receives a +1 modifier.

Driver

"Look, I know where I we need to go, it's just finding it that's proving a bit tricky."

This character is skilled in the driving of all wheeled vehicles, including Jeeps, HMMV's and civilian vehicles and therefore can use the Drive special action without negative modifiers.

Lucky Bastard

"I don't know what happened, I guess the RPG's a dud. Any chance you can get it out of my helmet now?"

Protected by something other than his favourite rabbit's foot, this character always seems to get the right cards at the right time. To represent this roll a D3 at the start of the game. The result equals the number of +1 modifiers the character has to do with as he likes, limited only by being able to use one +1 modifier per turn.

Fearless

"There's only fifty of 'em!"

This character is quite simply scared of nothing. He can re-roll any Morale test for fleeing, once per game, taking the best result. If he ever does leg it, it's only so he doesn't miss The Simpson's, of course

Pilot

"Hold on to your helmets, boys, this landing could be interesting."

This character is skilled in the piloting of all helicopters, including Black Hawks, and civilian vehicles and can therefore use the Pilot special action without negative modifiers.

Tracker

"I wouldn't go any further forward if I were you."

A character with this special skill possesses extraordinarily good senses. When making Morale checks to spot enemy characters he receives a +1 modifier.

Machine Gunner

"Don't think I carry all this ammo 'cause I miss a lot."

The character with this special skill is trained with the use of all machineguns and can use any of those weapons without negative modifiers.

Elite

"Spetsnaz...? I eat Spetsnaz for breakfast."

A character with this skill is an extensively trained or highly talented individual capable of great deeds. A character with this skill has two cards assigned to them as described in the Turns section (2.3). Unless otherwise stated in the scenario only one character in any squad can have this special skill.

Heavy Weapons

"See that BMP? It's about to go bye-bye."

A character with this special skill is proficient with the use of all heavy weapons and can use any of those weapons without negative modifiers.

11.0 Squads

This game is designed for two squads fighting one another, but is perfectly capable of supporting multiple squad fighting or even platoons. Because of **5.56mm's** level of detail larger battles may become cumbersome to run.

11.1 Creating the Squad

This can be done a number of ways, the fastest and simplest is to use the forces dictated by the scenario being played. That way with a minimum of preparation the battle can get underway. In some instances this will be a fully created force, in others the player will select his squad from a number of options. Alternatively a squad can be created using the below method.

11.1 The Random Squad

The Random Squad consists of ten characters, one of which is the leader of the force and an officer of at least Sergeant rank. All characters have a profile like the sample character shown below (11.11).

11.11 Sample Character Profile

01 Card: Ace Spades **Upgrade Cost:** 10.7
Name: Major "Dutch" Schaeffer
Movement: +1 **Weapons:** +2 **Strength:** +3 **Morale:** +2
Special Skills: Nails, Fearless.
Weapons/Equipment: M16+M203, Knife, Frag Grenades.

The sample character above represents a particularly experienced character who might have survived a number of battles or could be created to be part of a small elite unit. To create a Random Squad name 10 characters, all of which start with +0 in each of their four abilities and no equipment. The player controlling the squad then rolls a 2D6+12, the resulting number of which is the amount of Upgrades that can be purchased for the squad at a cost of 1 from the 2D6+12 roll. The table below (11.12) shows what Upgrades can be purchased. No single character can spend more than 3 Upgrades on ability modifiers and special skills.

11.12 Upgrades

- A +1 to any single ability score.
- A single Special Skill.
- 5 purchases

All characters begin the game with an assault rifle. Additional weapons must be bought with Upgrades from the Purchases list below (11.13). For each Upgrade point the player uses he gets 5 Purchases. Different weapons cost different amounts of Purchases.

11.13 Purchases	Cost
Handgun/Melee Weapon	1
Sub Machinegun/Shotgun	2
Assault Rifle	3
Grenades	3
Special Weapon	5

11.2 Sample Random Squad

This squad has been created by using 19 Upgrades (the average of 2D6+12).

01 – Card: King Clubs **Upgrade Cost:** 4.2
Name: Sergeant Havers
Movement: +0 **Weapons:** +1 **Strength:** +1 **Morale:** +2
Special Skills:
Weapons/Equipment: M4, Knife, Frag Grenades.

02 – Card: 2 Clubs **Upgrade Cost:** 3.0
Name: Sergeant "Guts" Johnson
Movement: +0 **Weapons:** +1 **Strength:** +0 **Morale:** +0
Special Skills: Machine Gunner.
Weapons/Equipment: SAW.

03 – Card: 3 Clubs **Upgrade Cost:** 2.0
Name: Corporal Rhine
Movement: +0 **Weapons:** +0 **Strength:** +0 **Morale:** +1
Special Skills: Medic.
Weapons/Equipment: M16.

04 – Card: 4 Clubs **Upgrade Cost:** 2.0
Name: Corporal Smith
Movement: +0 **Weapons:** +0 **Strength:** +0 **Morale:** +0

Special Skills: Machine Gunner.
Weapons/Equipment: M60.

05 – Card: 5 Clubs **Upgrade Cost:** 4.1
Name: Private "Dead Eye" Simpson
Movement: +0 **Weapons:** +2 **Strength:** +0 **Morale:** +0
Special Skills: Sniper.
Weapons/Equipment: M21, M9.

06 – Card: 6 Clubs **Upgrade Cost:** 0.0
Name: Private Alberto
Movement: +0 **Weapons:** +0 **Strength:** +0 **Morale:** +0
Special Skills:
Weapons/Equipment: M16.

07 – Card: 7 Clubs **Upgrade Cost:** 3.0
Name: Private Danton
Movement: +0 **Weapons:** +1 **Strength:** +0 **Morale:** +0
Special Skills: Heavy Weapons
Weapons/Equipment: LAW, M16.

08 – Card: 8 Clubs **Upgrade Cost:** 0.4
Name: Private Kay
Movement: +0 **Weapons:** +0 **Strength:** +0 **Morale:** +0
Special Skills:
Weapons/Equipment: M16, Knife, Frag Grenades, Patrol Radio

09 – Card: 9 Clubs **Upgrade Cost:** 0.3
Name: Private Goldberg
Movement: +0 **Weapons:** +0 **Strength:** +0 **Morale:** +0
Special Skills:
Weapons/Equipment: M16, Frag Grenades.

10 – Card: 10 Clubs **Upgrade Cost:** 0.0
Name: Private Harris
Movement: +0 **Weapons:** +0 **Strength:** +0 **Morale:** +0
Special Skills:
Weapons/Equipment: M16.

12.0 Vehicles

As described previously in the rules characters may control vehicles, whether they are land or air in nature. Whether or not vehicles are used in the battle will depend on the scenario's requirements, such as being inserted by helicopters or as part of a convoy of HMMV's for example.

12.1 Getting In and Out of Vehicles

As long as a character can reach the entrance to the vehicle during one of his actions the character is then considered to have boarded that vehicle and the player can select whereabouts in the vehicle he is, such as in the driver's seat of a HMMV or on the M2 mounted in its turret. As long as a vehicle is stationary a character can leave it without any need for rolling. However, if the vehicle is moving at the time, the character will suffer damage according to how fast the vehicle is moving, as shown on the below table (12.11).

12.11 Vehicle Speed	Damage TN
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1" to 10"	0
10" to 15"	D6
15" to 20"	D6+1
20" to 25"	D6+2
25" to 30"	D6+4
30"+	D6+6

Getting out of a helicopter can only be done safely if the helicopter performs the Land Pilot Task or the Hover Pilot Task and the character's on board Fast Rope out. If a character does exit a helicopter then he takes damage as outlined on the table above (12.11) but with an additional +4 TN because of falling. If the helicopter was stationary in the air when he exited the damage TN is D6+6

12.2 Ramming

If a character is in the path of a moving vehicle the driver of the vehicle rolls a D6 adding his Morale modifier plus the modifier for the vehicle's Manoeuvre ability to create a TN that the character rammed must equal with a D6 roll plus his Movement modifier as he attempts to jump out of the way. If the character equals or beats the TN he has managed to avoid being hit and suffers no damage, if his score is less than the TN then he suffers damage dependant on the vehicle's speed, as shown on the below table (12.21). A character driving a vehicle can ram another vehicle, but both vehicles involved in the crash take damage. In addition anyone on board takes damage as though from the next lowest speed category.

12.21 Vehicle Speed	Damage TN
5" to 10"	D6
10" to 15"	D6+1
15" to 20"	D6+2
20" to 25"	D6+4
25" to 30"	D6+8
30"+	D6+12

12.3 Passengers

Most vehicles have the capacity to transport passengers and can do so up to the number defined in the vehicle's profile. This number is the maximum amount of passengers it can carry and no more are able to fit in.

12.4 Armaments

Characters can not only control vehicles or ride in the backs of them, they can also make use of any weapons they may have such as mounted machineguns. Any armament a vehicle has is stated in its profile and any character in the vehicle can use them, other than the driver or pilot. Such weapons will count as special weapons and as such require the appropriate special skill to use correctly, but because the weapons are mounted they are easier to use so that a character without the appropriate special skill only suffers a +1 modifier to the TN instead of the usual +2. A character using a vehicle weapon can use the Fire action or the Auto-Fire special action where appropriate.

For example: *The US Ranger is the previous example has managed to make it back to where his squad are holding out. Wounded he climbs into the back of a HMMV as it drives off. A Delta Force soldier is using the mounted M2 to Auto-Fire at the Somali's pursuing it. The Somali's are at 12" away, short range*

for the M2 meaning that they're TN 3. The HMMV is moving at Full Speed so this increases the TN to 5. The Delta Force soldier has the Machine Gunner special skill so there are no other penalties. The Delta Force character shoots at two of the enemy, hitting both times with a 6 (D6 roll of 3, plus Weapons +3) and a 7 (D6 roll of 4, plus Weapons +3). Rolling a D6 for damage he gets a 4 and a 5, increased to damage TN of 11 and 12 because of the M2's Damage of 7. Despite rolling a 5 and a 6 for the Somali's Strength tests they both fail by 5 or more and are killed instantly. The remaining Somali's get off the street and wisely head for cover.

12.5 Vehicle Damage

All Vehicle's have an Armour ability which is similar to the Strength ability that characters have. When a vehicle is hit by any weapon the attacker rolls for damage as normal to get the TN, and the player controlling the vehicle makes an Armour test by rolling a D6 and adding the Armour modifier. If the result is equal or higher than the damage TN then the vehicle is hit but not damaged. If the result is less then consult the below table (12.51) for the effect.

12.51 Armour Result	Effect
-1	Minor Damage – No effect, but treat the next Minor Damage result as Major Damage
-2	Major Damage – The character suffer a +1 modifier to the TN of all tasks when using the vehicle and the movement allowance is reduced by 4", 8" if a helicopter
-3	Crippling Damage – Characters suffer a +2 modifier to the TN to all tasks when using the vehicle and the movement allowance is reduced by 8", 16" if a helicopter
-4	Immobilised – The vehicle comes to a halt and cannot be used again. The driver must make a Drive test TN 6 to avoid crashing. Helicopters automatically crash. On a D6 roll of 4+ any mounted weapons are still operational. Any further Armour rolls are made at +6 TN
-5 or less	Destroyed – The vehicle explodes. If moving the vehicle automatically crashes. Everyone inside is killed. Everyone within 4" must make a Strength test against the explosion, TN D6+4

12.6 Vehicle Crashes

Either as a result of suffering damage or because of poor driving a vehicle can crash. When it does the vehicle suffers greater damage and those inside are injured. If the vehicle has become immobilised and the driver fails to keep it from crashing, the nature of the crash is determined by how fast the vehicle was travelling before it was immobilised, as shown by the below table (12.61) Those inside must make Strength tests against the Damage TN whilst the vehicle must make an Armour test at the TN of the next highest category.

12.61 Vehicle Speed

Damage TN

5" to 10"	D6+1
10" to 15"	D6+2
15" to 20"	D6+4
20" to 25"	D6+6
25" to 30"	D6+8
30"+	D6+12

If the vehicle in question is a helicopter then the helicopter counts as moving at the next highest speed category to account for the more dangerous nature of helicopter crashes.

For example: *Whilst Hovering over Mogadishu a Black Hawk is hit by an RPG for damage TN 16 (RPG Damage D6 roll of 6, plus Damage +10). The player controlling the Black Hawk makes an Armour roll against this TN, but rolls a 3 getting 13 in total (D6 roll of 3 and Armour +10). This difference of -3 means the Black Hawk is immobilised and crashes. Even though the Black Hawk was Hovering it had still moved as part of its movement allowance a total of 16". Therefore it crashes in the 15" to 20" category doing D6+4 damage to all inside, and D6+8 damage to itself. The pilot is killed in the crash but the gunner survives but his danger is not over yet. The crash damage for the Black Hawk must be rolled resulting in TN 18 (D6+8 roll of 12 and +6 TN for Immobilised). The Black Hawk then makes its Armour roll getting a 3, increased to 13 by its Armour +10. Unfortunately the difference is -5 meaning that the Black Hawk is Destroyed., exploding in a fireball that incinerates the hapless gunner. Those nearby can only look on at the spectacle.*

12.7 Attacking Vehicles

When attacking a vehicle characters can decide whether to shoot at crew or passengers or the vehicle itself. If they can see the crew or passengers as per the rules outlined in the Fire action then they can attack them. If they can't see them they must attack the vehicle itself.

If the character opts and is able to attack the crew or passengers then they do not receive the +1 modifier to their Fire action for attacking a vehicle but still suffer any penalty for attacking a vehicle moving at Full Speed. In addition the crew and passengers will count as being in partial or full concealment depending on how much of them can be seen. Should the crew attacked are behind glass check the Crew section of the vehicle profile. If there is an (A) after the crew member he is protected by armoured glass; +1 modifier to Strength tests to resist damage.

12.8 Land Vehicles

To use all land vehicles effectively requires proper training, therefore to do so without penalty requires the Drive special skill.

HMMV

The HMMV replaced the classic Jeep as the wheeled vehicle of choice in the US Armed Forces. It has good acceleration, long range capabilities and is armour plated to protect those inside from enemy small arms fire. It can also have a turret-mounted weapon (either an M2 or M60) in place of being able to carry two passengers.

Movement Allowance: 12"
Speed: +4 **Manoeuvre:** +4 **Armour:** +8
Crew: Driver (A), (Gunner) **Passengers:** 5 (3)

Jeep

The Jeep has now been replaced by the HMMV in the US Armed Forces, but can still be found in use in other countries. Though not as fast as the HMMV or as armoured, it does have better handling. It can also have a turret-mounted weapon (either an M2 or M60) in place of being able to carry two passengers.

Movement Allowance: 10"
Speed: +3 **Manoeuvre:** +5 **Armour:** +6
Crew: Driver, (Gunner) **Passengers:** 3 (1)

12.9 Air Vehicles

To use all air vehicles effectively requires proper training, therefore to do so without penalty requires the Pilot special skill. Should the pilot of a helicopter become injured or dead the co-pilot can take over the vehicle's flying, though at a +1 penalty to the TN of all Pilot Tasks.

Black Hawk

The UH60 is the standard transport helicopter in the US Army, replacing the famous UH1 "Huey". The Black Hawk is a fast, capable helicopter useful in a range of situations. It is equipped with a side-mounted weapon, typically an M2 or a Minigun.

Movement Allowance: 24"
Speed: +10 **Manoeuvre:** +2 **Armour:** +10
Crew: Pilot (A), Co-Pilot (A), Gunner **Passengers:** 12