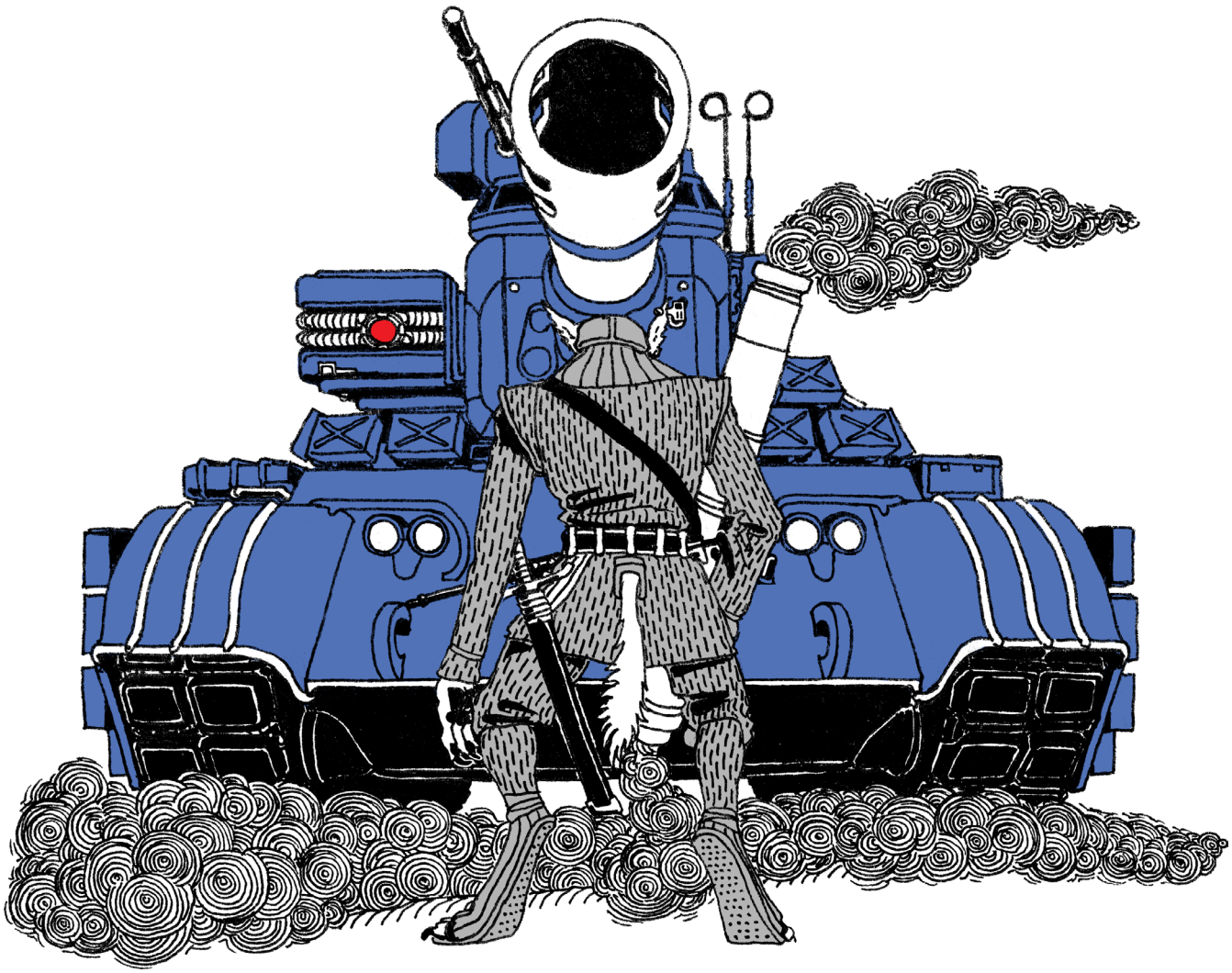
FIRELOCK 198X

FANTASY WARFARE IN THE NUCLEAR AGE



CORE GAMEPLAY RULES

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FIELD MANUAL
No. 1-8X

*** FM 1-8X**
Edition 0.9.3

HEADQUARTERS
DREKFORT M.D.C.
Langport, Vansa, 07/27/84

Core Gameplay Rules

Preface

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

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

The game is designed first and foremost to be playable in the real world; it is the hope of the authors that you find it enjoyable to model, paint, and play. A virtual edition of the game is also available through Tabletop Simulator (hereafter "TTS"). Game discussion, organization, art and kitbashing is centered in Stellar Jockeys' Discord server (see the #firelock_198X thread).

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 The attached profiles and statistics in the TTS module may be slightly outdated at times.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

Always remember: the first rule of wargaming is to enjoy yourself. If your opponent is joyless, kill him.

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

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

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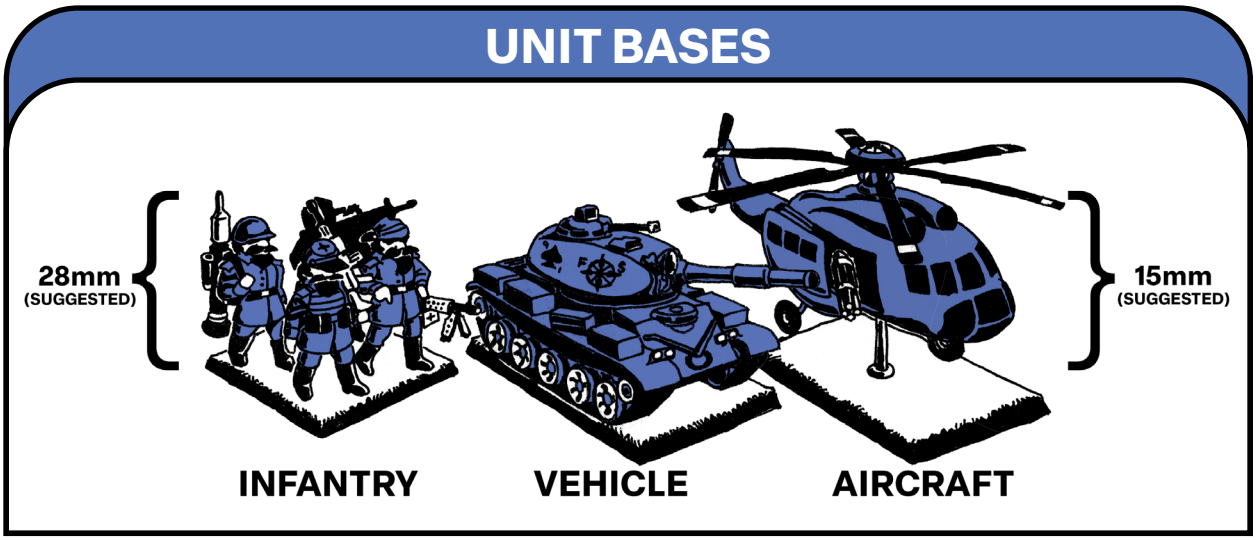
CHAPTER 1
GAME BASICS

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

UNITS

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

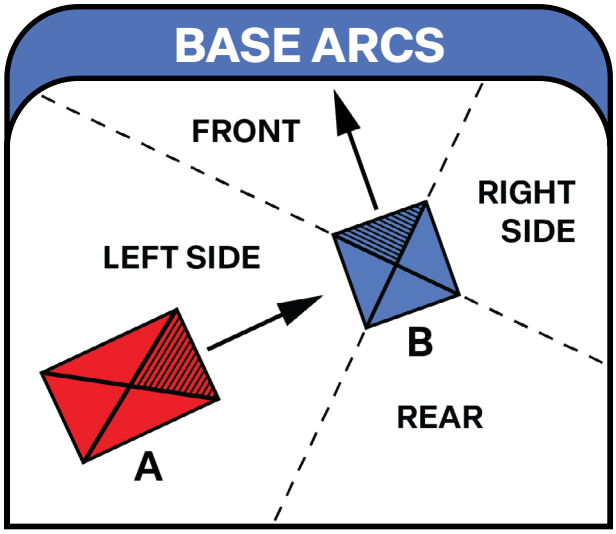
Whether you choose to represent your soldiers with painted models or printed standees, your units must always be placed on uniformly sized **bases**. Bases for infantry are 40mm x 40mm squares, while aircraft and vehicles typically use 40mm x 60mm rectangles. Some units may require bases of special size;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



BASE ARCS

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

If a unit is facing another unit (e.g. a target for its attack), it's considered to be facing whatever arc of that target that its own base mostly occupies. If it looks about 50/50, facing defaults to the frontmost arc.



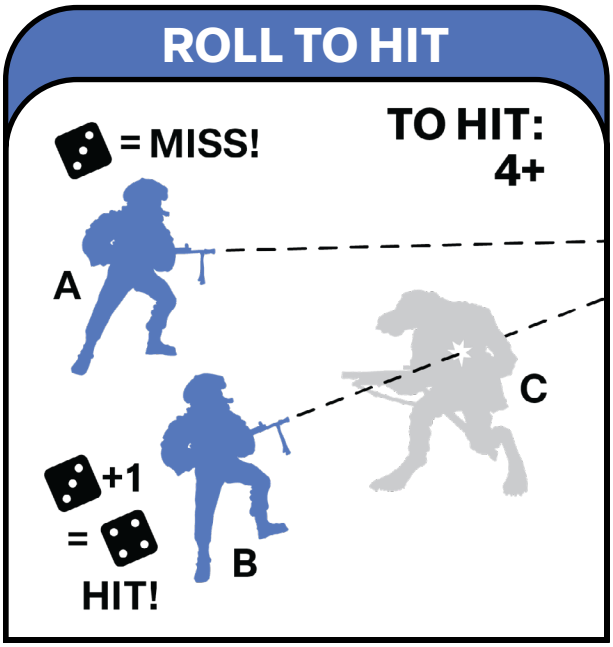
Unit A is facing the left flank arc of Unit B.

ROLLS & TARGET NUMBERS

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

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

Rolls are subject to **modifiers**. Modifiers are expressed by the notation "+X" or "-X", with X being the amount by which a die result is shifted. Modifiers are cumulative and can potentially cancel each other out. Target numbers can sometimes be modified to be less than 1+ or more than 6+, meaning certain success or failure, respectively.



Units A and Unit B are firing on Unit C. Both have a base accuracy of 4+ to hit, but Unit B is close enough to get +1 to his die. Both units roll a 3. Unit A misses, but Unit B's bonus turns his result into a 4, making it a hit.

A target number of "1+" means that a roll will automatically succeed unless negative modifiers are involved. A target number of "++" means that a roll will succeed regardless of modifiers unless noted otherwise.

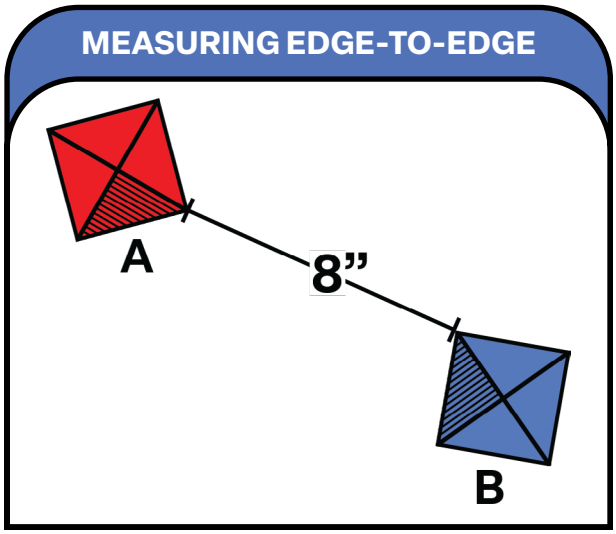
Attacks with multiple dice roll hits separately, not cumulatively. Two dice in one attack means two separate chances to hit or kill.

DISTANCE & MEASUREMENT

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

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

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



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

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

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

PREPARING ARMIES

This manual includes a few introductory army lists and battle scenarios in **APPENDICES J**, **K**, and **L.** However, you will eventually want to build your own army.

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

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

OBJECTIVES

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

While this manual offers some premade scenarios and objectives to start with (see **APPENDICES H**, **J**, **K**, and **L**), the heart of the game is in your own creativity: you are encouraged to write unique objectives and scenarios of your own. Use the material in this manual and others to familiarize yourself with the system and setting until you are comfortable enough to write your own scenarios.

MATERIALS

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

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

MAPS & TERRAIN

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

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

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

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

BEGINNING A GAME

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

PHASES OF PLAY

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

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

The list of phases is as follows:

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

VISION

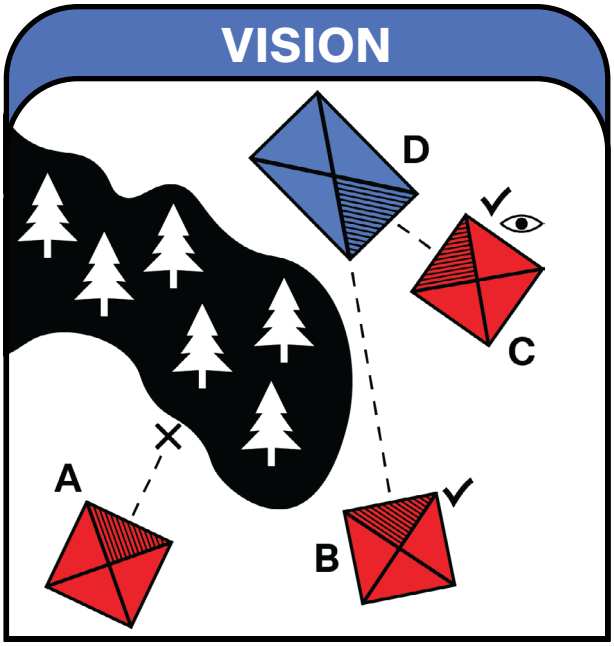
Units on the table are not always visible to one another due to terrain. A unit is said to have **line of sight ("LOS")** to a target if you can draw an unbroken edge-to-edge line between their bases. LOS isn't broken by unit bases, but can be broken by terrain. Terrain tall enough to potentially break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

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

In short, if a unit can draw LOS to a target within its spotting distance, it can spot that target. It will share that spotting with all friendly units.

A unit can deliberately choose not to spot an enemy if they wish.

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



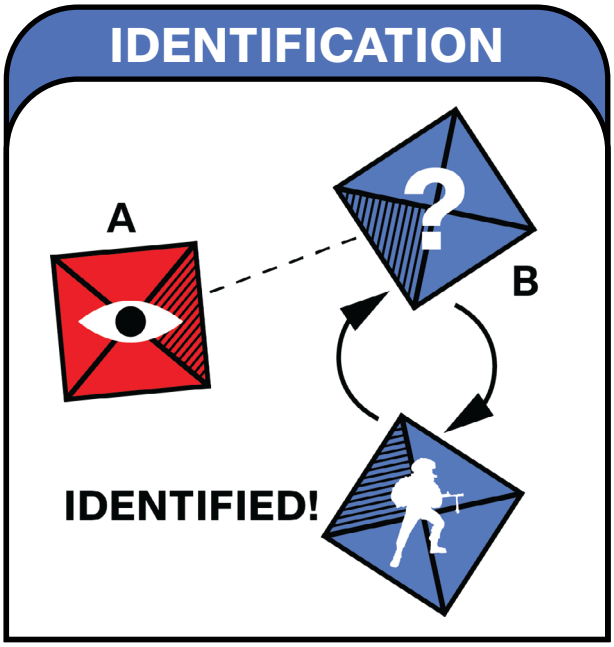
Units A, B, and C are attempting to spot Unit D. Unit A's LOS is broken by an occluding forest. Unit B can draw LOS, but is too far to spot Unit D. Unit C is within its spotting distance of Unit D and can draw LOS to it. Only Unit C can spot Unit D, but Unit D now counts as spotted for all friendlies.

BLINDS & IDENTIFICATION

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

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

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



Unit A spots Blind B, identifying it. Blind B is removed from the table and replaced by the unit it was representing, Unit B. Now Unit B's type is known. Unit B will never become a blind again during the game.

CHAPTER 2
UNIT CLASSES, WEAPONS, & EMPLACEMENTS

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

UNIT CLASSES

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

INFANTRY *(Inf)*

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

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

All infantry units can **sprint**, **go to ground** for cover, and **clear** emplacements. They are the only class of unit that can **capture** an objective.

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

VEHICLES *(Vec)*

The vehicle class covers all forms of mobile fighting or logistics machine. Vehicles can either be **tracked** or **wheeled**. Wheeled vehicles are abbreviated *Vec (W)*. If not designated as such, a vehicle is tracked.

Wheeled vehicles can perform a **road dash**, moving faster on roads than tracked vehicles. Their off-road performance is usually worse than that of tracked equivalents.

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

Vehicles cannot capture objectives on their own; they can, however, **contest** them, denying the enemy access to and objective they would otherwise capture.

AIRCRAFT *(Air)*

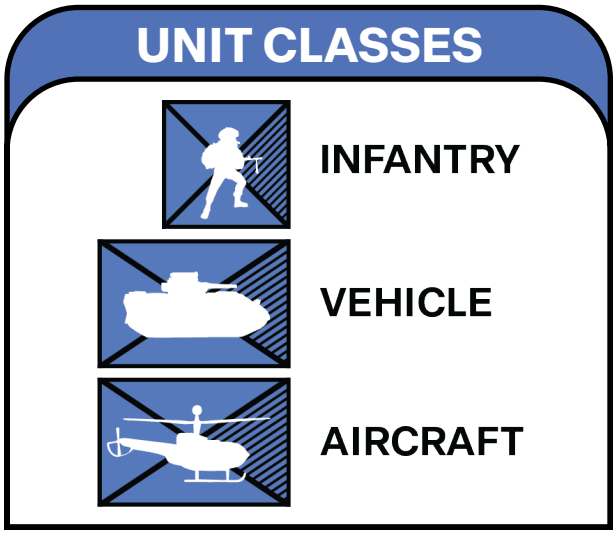
Aircraft include **helicopters** and fixed-wing **planes**. Helicopters, like infantry and vehicles, exist on the table throughout the match. Planes can only enter the table if they are called in via **support cards**. Planes will be described further later in this chapter.

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

Helicopters are abbreviated as *Air*.

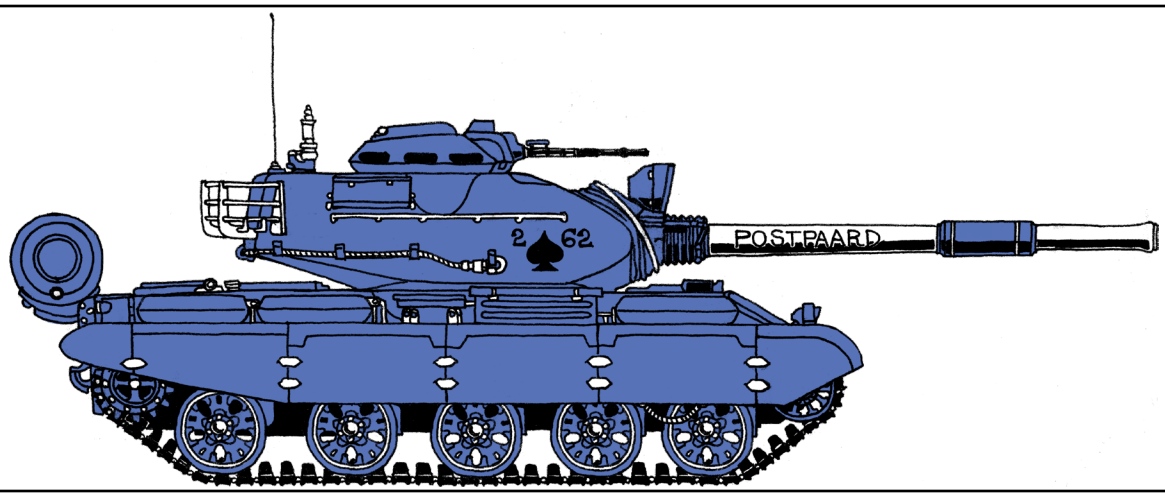
Aircraft can neither capture nor contest an objective. They can flatten its defenders, but you need boots on the ground to seize it.

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



UNIT CARDS

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



Here is the Tusker-K's unit card:

TYPE 71 "TUSKER-K" - *50 pts*

MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T16/10/6
NBC, Steel Watchbands

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

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

→ ***115mm Sabot***
Vec, A2+/3+, S14/21

→ ***115mm HEAT***
Inf/Vec, A3+/3+, S11/2
Shaped Charge

Smoke Launchers
Gnd, R6", A++/++, D1, Ammo 1
Light Indirect, Lingering, No CC, Radius (4"), Smoke, Turret

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

We'll go over the unit card from the top down.

TYPE 71 "TUSKER-K" - *50 pts*

MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T16/10/6
NBC, Steel Watchbands

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

Unit Class: This unit is a vehicle.

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

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

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

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

Toughness (T): Three numbers indicating the unit's resilience to damage on its front (16), flank (10), and rear (6) arcs respectively.

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

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

This is a **weapon statline**, describing one of the weapons mounted to this unit.

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

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

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

Accuracy (A): Two target numbers indicating the stationary and moving accuracy of the weapon. When stationary, this weapon hits on a 4+, and when moving on a 5+.
All weapons get a +1 to-hit Accuracy bonus at half range unless otherwise stated.

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

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

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

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

2K43 115mm Gun
R40", D1, Ammo 4
No CC (Inf.), Thermal Sights, Turret
→ ***115mm Sabot***
Vec, A2+/3+, S14/21
→ ***115mm HEAT***
Inf/Vec, A3+/3+, S11/2
Shaped Charge

A weapon may only fire as many times as it has **Ammo**. Limited ammunition is indicated by the presence of an Ammo statistic. Otherwise, the weapon has **unlimited** ammunition. You can track a weapon's Ammo with a D6, since the statistic never exceeds six.

Only one unit of Ammo is removed per attack, even if the weapon rolls multiple dice in that firing action. When the weapon's Ammo runs out, mark the weapon with a **spent ammo token**. Ammo is tracked as a single value per weapon, regardless of which shot types are used for each attack.

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

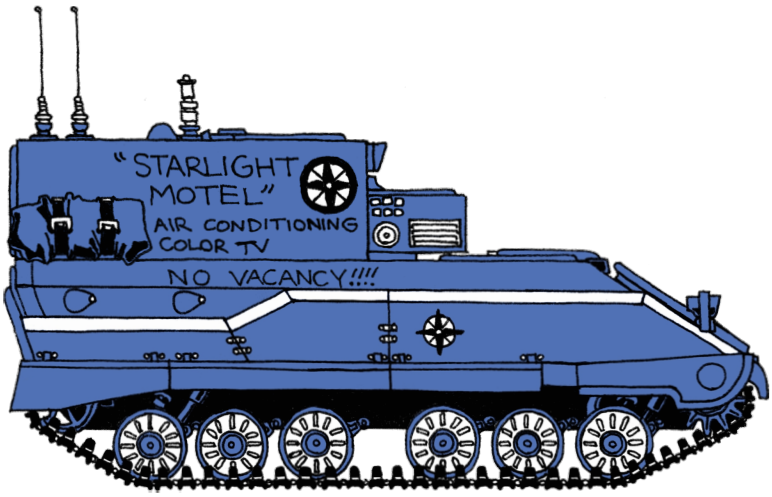
Shot types may have weapon special rules associated with them. For example, the 115mm HEAT shot type has the *Shaped Charge* special rule.

Smoke Launchers
Gnd, R6", A++/++, D1, Ammo 1
Light Indirect, Lingering, Radius (4"), Smoke, Turret

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

TACOMS

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



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

TYPE 68C "APPOMATTOX" - *0 pts*

COMMAND POST CARRIER

Vec, H2, S32", M8", Q3, T6/4/4, C3
Amphibious, Brigade (3, 12"), NBC

TACOMS have two additions to their basic statline, relative to a normal unit.

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

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

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

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

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

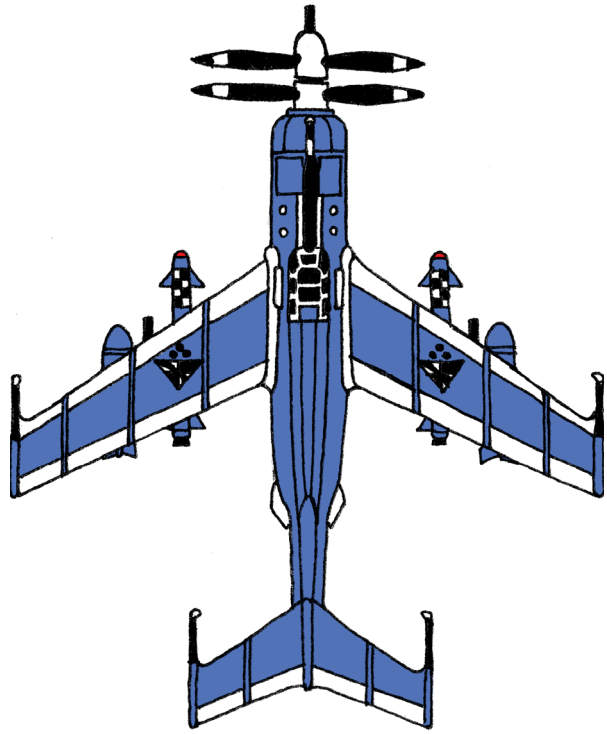
Support missions include both heavy artillery and fixed-wing air support; the TACOM calling a support mission spends a command token and sacrifices its movement in the Maneuver Phase in order to direct these elements onto a target.

LOSING TACOMS

Losing a TACOM means losing the command tokens it generates. If you lose all of your TACOMs, your force's cohesion is shattered. When the Fire Phase has concluded, any player with no surviving TACOMs will **immediately lose**. If no players have TACOMs, the game will result in a tie. You will have to carefully balance protecting your TACOMs and permitting them to coordinate brigade movements and support missions up close.

PLANES

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



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

SiG-16 "RUFE" - *30 pts*

MULTI-ROLE FIGHTER

Air (CAP), M12", Q2, T4

Sprint Motor

2A34 23mm Autocannons, triplet
All, R8", A4+, S4, D3, Ammo 3

4BN2 350kg Napalm Bomb
Gnd, R0", A3+, S1+, D2, Ammo 2,
Barrage (2), Ignore Cover (2), Lingering, Radius (3"), Rear Attack

9GR4 120mm Infrared AAM
Air, R24" A3+, S6, D1, Ammo 2
Air-Filling, Guided Missile (1), Homing

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All planes belong to the Air unit class. All planes are earmarked for **CAS (close air support)** or **CAP (combat air patrol)**. If an Air unit isn't marked Air (CAP) or Air (CAS), it's a helicopter.

Planes lack a Spotting Distance stat altogether: on their brief strafing runs on and off the table, they don't have the time to search the map themselves. Ground units must guide them in.

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

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

CALLING IN PLANES

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

CAS planes can be called in as missions only against on-map ground units. CAP planes can be called in against both ground units and other planes, but are generally less effective in close air support. CAP planes also have an advantage in combat when targeting CAS planes.

When a plane is called in, it appears on the edge of the table. During the subsequent Fire Phase, it flies towards its target according to its Movement stat each time it's your turn to act. While doing so, the plane is vulnerable to ground fire like a helicopter.

A CAP plane called in against a target plane is said to be conducting an **interception**. If two planes mutually intercept one another, the result is a **dogfight**. CAP planes can be sent to **escort** another aircraft, usually a CAS plane.

EMPLACEMENTS

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

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

APM4 "TORPEDOES"

ANTI-PERSONNEL MINES

Emplacement

APM4 "Torpedo" Wooden Mine
Inf, A++, S1/1, D1, Ammo 6
Radius (4"), Undetectable

Whenever a unit enters the trap's listed *Radius*, the trap is triggered, hitting that unit immediately.

Fortifications simply modify the terrain they are on, usually by improving its associated Cover Modifier. Featured below is an example fortification.

1F15 MVI "RIFLE PITS"

HASTY FORTIFICATION

Fortification

Designate a 40mm x 40mm square of terrain as "rifle pits", which offers -1 Cover Modifier to infantry. Does not stack with terrain's current Cover Modifier. Does not offer ambush unless terrain is also concealing. Vehicles may traverse this terrain at no penalty.

DUMMIES

A **dummy** is a blind that doesn't actually correspond to a real unit. They represent both battlefield uncertainties (the "fog of war") and deliberate ruses of war by your side. Dummies cost 5 pts, and can have the base size of any unit class.

Dummies aren't real units: they cannot shoot, spot, capture or contest terrain, embark friendly units (unless also dummies), block enemy movement, or make use of any special rules that affect friendly units. (Remember: a real unit can choose not to spot an enemy, too.)

If a dummy is identified by an enemy or hit by any attack, it is immediately and permanently removed from play. Misses do not cause dummies to disappear.

Dummies can move as far as you'd like in the Maneuver Phase, using the movement rules of any unit class except planes. It's up to you to make that movement believable to the enemy.

Dummies are not activated with normal command tokens. Instead, for every dummy purchased, the player receives one "fake" command token which may only be used to activate dummies. Fake command tokens are not actually part of your normal command token pool, so they cannot be lost by losing a TACOM—only by losing the dummy.

Dummies may be targeted in a brigade called by a real TACOM, but a dummy may not call a "fake" brigade which targets a real unit. A dummy can, however, call a brigade that only targets other dummies.

CHAPTER 3
BUILDING ARMIES & SCENARIOS

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

POINT CAPS

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

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

Border Skirmish: 100 points, 1 TACOM

Escalation: 200 points, 2 TACOMs

Conventional Battle: 300 points, 3 TACOMs

Total War: 400 points, 4 TACOMs

100 points is appropriate for an introductory or quick game; 200 should be considered a "standard" game size, at which all units are viable. Battles above 400 points may be played, but are very time-consuming.

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

SELECTING A FACTION

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

On the next page, factional dossiers and their respective manual numbers are listed.

WRITING AN ARMY LIST

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

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

Uther Section - HQ
Type 68C "Appomattox" - ***0 pts (TACOM)***
LaF-18 "Ox" - ***10 pts***

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

The first tactical unit on this list ("Uther Section") is a headquarters section. It contains one TACOM, supported by a logistics truck.

Aart Squad - AT
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] ATGM Team - ***10 pts***

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

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

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

FIELD MANUAL NO. 100-1-8X

"RUSTING THUNDER"

GOOD GRUNTS - TOUGH TANKS - BAD FLYERS

I can still see it when I close my eyes.

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

- Rayleigh Irving, Federal Intelligence

PERSONNEL:

ACTIVE DUTY	697,800
READY RESERVE	454,100
WHITEWATER GUARD	272,700
AIR CORPS	186,000
IRREGULAR MILITIA (est.)	700,000

TANK ACE RECORDS:

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

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

LARCENY	2%
INDECENCY	2%
BOOTLEGGING	3%
ASSAULT	5%

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

FIELD MANUAL NO. 100-2-8X

"TOOTH, CLAW, AND ATGM"

SHOCKTROOPS - CHEAP RIDES - SHARP PILOTS

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

- Conchar Goronwy, Chasseur, 96e Inf.

PERSONNEL (EST.):

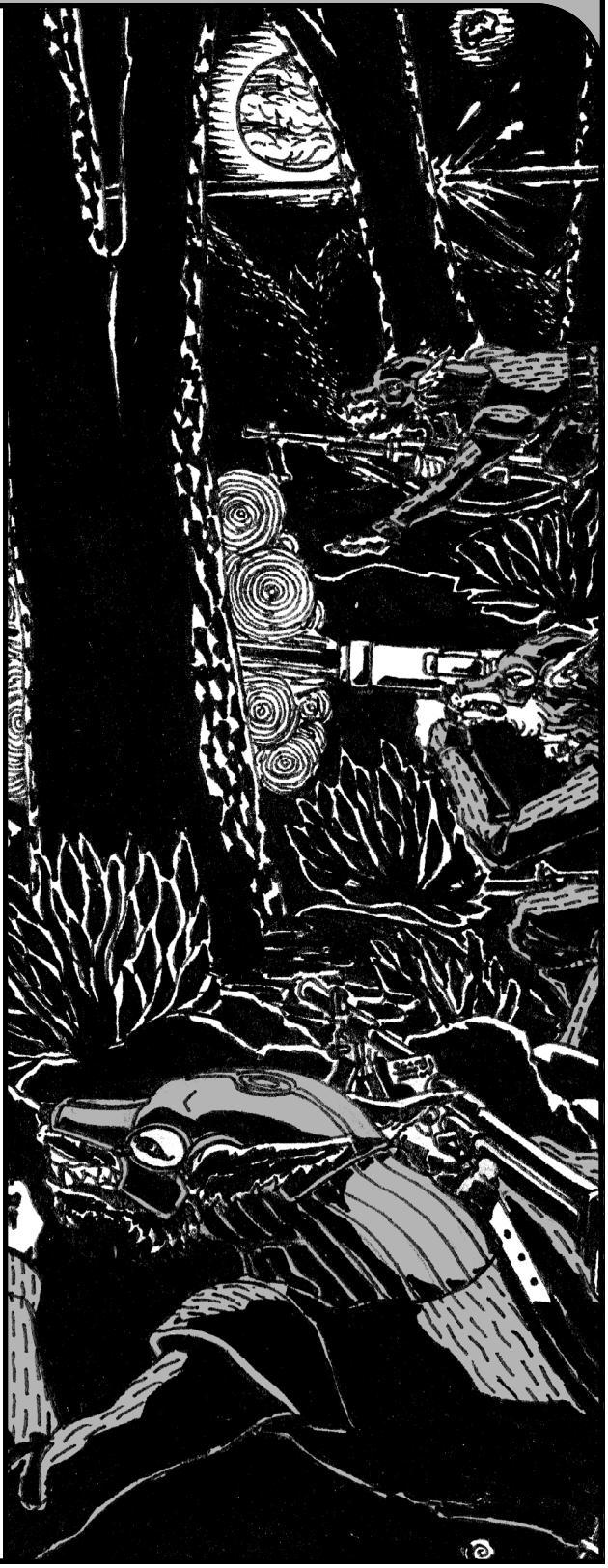
ACTIVE DUTY (REGULAR) 280,000
ACTIVE DUTY (IRREGULAR) 200,000
SECURITY FORCES 50,000
THEORETICAL MANPOWER 2,000,000

LUPARIC PRISON TIME SCHEDULE (CONDENSED):

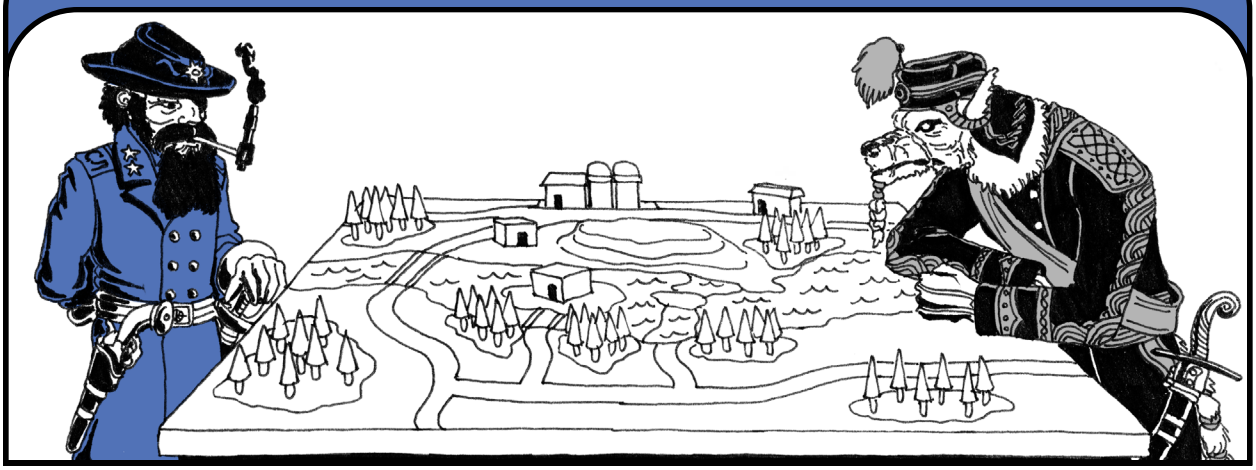
WAKE UP . . . . . .5:00 AM
ROLL CALL/BREAKFAST . . . . . 5:15 AM
WORK. . . . . .6:00 AM
CASUALTY RECOVERY/SUPPER . . .8:00 PM
LIGHTS OUT. . . . . .9:00 PM

LEADING CASUALTY INFLICTORS (CYDOLAND FRONT):

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



A MAP READY FOR PLAY



SCENARIOS

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

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

EXAMPLE SCENARIOS

This manual provides two example scenarios in **APPENDICES J & K**. These scenarios are designed as gameplay tutorials for new players, and can also be used as a basis for creating your own scenarios.

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

CREATING A MAP

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

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

Very large buildings should **always** be split up into smaller segments- about 80mm, or two infantry bases, is as big as they should get.

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

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

QUICK PLAY SCENARIO

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

DEPLOYMENT
Standard; any two opposing table edges.

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

VICTORY CONDITIONS
Capture three objectives at the end of a round or have more objectives captured at the end of the eighth round.

CHAPTER 4
PLAYING THE GAME

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

STARTING THE GAME

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

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

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

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

DEPLOYMENT

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

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

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

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

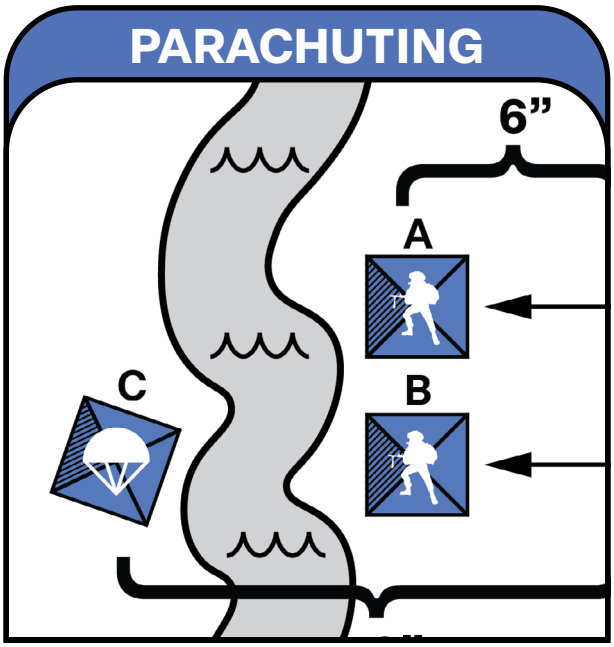
SPECIAL DEPLOYMENT & PARACHUTING

Sometimes, the scenario may call for unusual deployment. A defending force, for example, may have a **deployment zone** instead of deploying from a table edge. Forces may deploy all at once instead of in turns.

Units with the *Paradrop* special rule may either deploy normally or **parachute** onto the field. Parachuting blinds wait until all other blinds in the game have been deployed. After that, they deploy in initiative order.

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

If a parachuting unit lands within half of a *Radar-Guided* weapon's range, it incurs six pin tokens (see **PIN EFFECTS, p. 4-4**).



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

Remember: Firelock 198X is played in **rounds**. Rounds are made up of **phases**. During these phases, players take **turns**.

After deployment ends, begin the first full round. Roll initiative for the round before initiating the Support Phase.

I. SUPPORT PHASE

Support missions are called and administrative actions occur in this phase:

i. Upkeep.

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

If any units are inside a damaging *Lingering* radius, they are automatically hit. Roll per-unit to kill. Afterwards, roll 4+ for each *Lingering* radius to dissipate.

ii. Generate command tokens.

Collect a number of command tokens equal to the sum of the Command statistics of your living TACOMs. Command tokens are not saved between rounds.

Keep your number of tokens a secret.

iii. Declare missions.

Each player has a number of turns equal to his living TACOMs. In order of initiative, each player either **passes** or **activates** one of his TACOMs with a command token. When activating a TACOM, secretly select a support card to call for a mission and play it face down. TACOMs can only call one mission each.

iv. Declare targets.

All face-down support cards are simultaneously revealed. In order of initiative, take turns declaring targets one mission at a time. Indicate mission target by placing the support card next to it on the board.

Missions can target units or points on the ground (if the weapon is ground-targeting).

TACOMs may call a mission on a target or point on the ground within their own LOS. They may call a mission on a target outside of their LOS if the unit has a **counterbattery token** (see **INDIRECT FIRE, p. 4-4**) or **designator token** (see **APPENDIX A -** *Designator*). Planes are always spotted and thus can be targeted. Missions cannot be called through *Smoke* or if the TACOM is in *Chemical Weapons*.

A player may **withdraw** a card instead of declaring a target. If a card is targets a withdrawn card, it also immediately withdraws.

Missions always follow through, even if the TACOM that called it dies.

v. Remove counterbattery spotting tokens.

SUPPORT MISSIONS TYPES

i. Strafing runs.

When calling in a mission for a plane against an on-map target, draw a center-to-center **strafing line** from the TACOM and the target of the mission. Extend it all the way to the edges of the table, then place the plane's base on that line at the table edge closest to the TACOM.

ii. Interceptions.

An **interception** follows the same strafing line as the plane which is being intercepted. The interceptor appears on the other edge of the table and flies toward the target. If two planes intercept each other, the strafing line goes between the TACOMs calling the missions.

iii. Escort missions.

A CAP plane may be assigned to **escort** another plane. The escorting plane is placed in front of the escorted plane on the same strafing line. Both move together at the speed of the slower plane. The escort must be killed before the escorted unit can be attacked or dogfighted.

iv. Heavy Indirect fire missions.

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

II. FIRE PHASE

Players take turns declaring **fire actions** until all players decide to pass or run out of actions. A player who has passed may resume if a new unit becomes spotted or identified after they passed. Fire actions do not cost command tokens. Units may fire once per round.

To **declare** a fire action:

i. Choose a unit that will fire.

ii. Choose a weapon, a target and measure.

Choose one weapon (and one shot type, if multiple) with which to fire. The target must be within range of the chosen weapon (measuring edge-to-edge) and in the firer's LOS (See **CHAPTER 5** for rules on drawing LOS through terrain). Weapons with an Ammo value must spend one Ammo to fire.

To **resolve** a fire action:

i. Determine target number for to-hit roll.

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

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

Lastly, add any negative modifiers. This is your to-hit target number.

ii. Roll to hit.

Roll a number of dice equal to the Dice value of the weapon being fired. Track each result separately. Any dice that meets or beats the target number is a hit; otherwise, it's a **miss.** Don't discard misses.

An attack targeting a unit class the weapon cannot hit misses automatically.

iii. Roll to kill.

Re-roll every hit die to see if the target is killed. Compare the weapon's Strength to the Toughness of the enemy's arc that the firer is facing. If the attack is within half range, use the weapon's **half range Strength**.

Consult the table below. A roll of 7+ or 1+ automatically fails or succeeds, respectively.

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

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

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

If the target is in terrain with a Cover Modifier (see **CHAPTER 5 - TERRAIN STATISTICS, p. 5-1**), apply the Cover Modifier as a negative modifier to the die result. For example, a unit in forest with a Cover Modifier of -1 which is hit by a weapon with a to-kill target number of 2+ will survive on a 1 *or* a 2.

If the to-kill target number was *not* 7+ before modifiers, a result of 6 *always* kills regardless of Cover Modifier.

Consult **APPENDIX F** for hit tables.

iv. Apply pin tokens.

Put one **pin token** on the target for every die that missed and three pin tokens for every die that hit. A unit cannot accrue more than six pin tokens at any time.

If the weapon's kill roll is 7+ it cannot increase the target's pin tokens higher than two regardless of hits or misses.

PIN EFFECTS

Infantry lose 1" of movement per one pin token accrued. All unit classes suffer -1 Accuracy to all of their weapons per two pin tokens. Vehicles and aircraft movment is unaffected by pin tokens.

Normally, a fire action is declared and immediately resolved in the same turn, but certain special rules (detailed below) alter the course of fire action resolution.

The following sections make frequent reference to special rules in **APPENDIX B**.

RADIUS

Radius attacks are always ground-targeting. When a *Radius* attack is resolved, place or measure a radius of the correct size at the point of impact, then see how many units have their exact center inside of it (i.e. over half their base). Those units are hit by the attack in the arc facing the attacker.

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

GUIDED MISSILES

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

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

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

Guided Missiles do not have a close range Accuracy bonus, but attacking a target within close range reduces time-in-flight by one.

INDIRECT FIRE

Weapons with the *Indirect* trait are classified as either *Light* or *Heavy*. *Indirect* weapons don't get half range bonuses. When firing on a spotted target (i.e. not blind-fire), a roll result of 6 counts as having *Rear Attack*.

Indirect weapons may declare **standard fire**, wherein the firer targets a unit or point of ground that is within its own LOS, or a **fire mission**, which targets an enemy unit or point of ground within a friendly unit's LOS, including those not within the weapon's own LOS.

i. Light Indirect

Light Indirect can declare either standard fire or fire missions and resolve these attacks immediately. *Light Indirect* attacks do not cause the firer to identify itself.

ii. Heavy Indirect

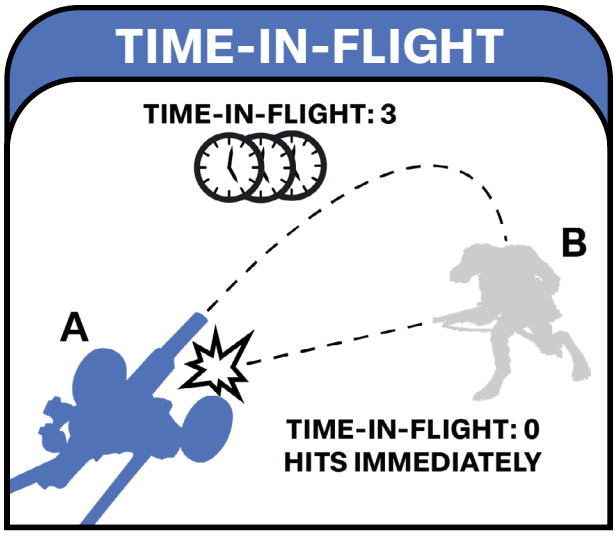
Heavy Indirect weapons can declare standard fire as normal, but their attacks (like *Guided Missiles*) always have a time-in-flight. *Heavy Indirect* time-in-flight is not reduced within close range.

Fire missions cannot be called by the *Heavy Indirect* weapon carrier itself in the Fire Phase. A TACOM must have LOS to an enemy unit and call a fire mission on it the Support Phase (see **SUPPORT MISSION TYPES, p. 4-2**).

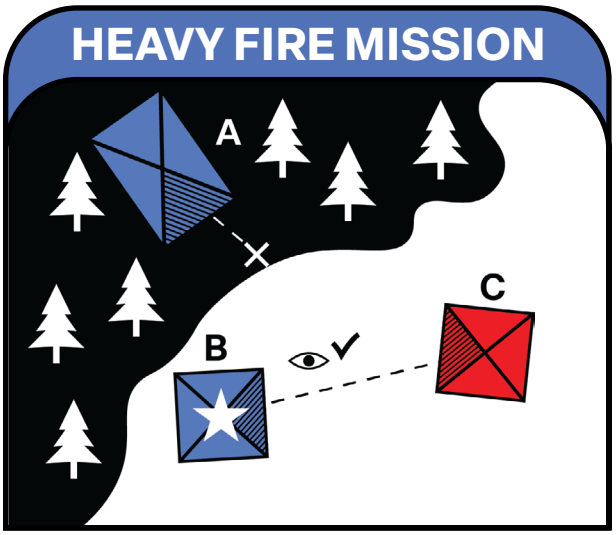
When the fire mission is called in the Support Phase, the target of the attack is chosen and a card played, but no attack is declared. A *Heavy Indirect* unit must separately declare an attack in the Fire Phase, at which point time-in-flight tokens are placed. Any number of friendly *Heavy Indirect* weapons may attack the same support mission target in the Fire Phase.

Heavy Indirect weapons are considered to be firing a continuous barrage, so pin accumulated after the attack was declared reduces Accuracy just as with *Guided Missiles*. It automatically misses if the firer dies.

When a stationary *Heavy Indirect* attack is declared, the firer is both immediately identified and spotted with a **counterbattery token** on the firer. This special token causes the unit to become spotted to all enemies even if no enemies can draw LOS to it; the token is removed at the end of the next Support Phase.



Unit A fires first, declaring an indirect attack with a time-in-flight of 3. Unit B fires second using a direct fire weapon with no time-in-flight. Because Unit A's weapon has a time-in-flight, Unit B gets a chance to shoot back and resolve its attack immediately. Unit A's attack will land three turns later.



Unit A is a Heavy Indirect weapon with no LOS to Unit C. Unit B, a TACOM, does have LOS. Unit B, in the Support Phase, calls a fire mission for Unit A to bombard Unit C. Unit A must activate separately in the Fire Phase to attack Unit C.

FIRE PHASE TURN SEQUENCING

In a single Fire Phase turn, the effects of various time-in-flight weapons, ongoing plane missions, and a new fire action might be declared. All turn actions follow a sequence:

i. Remove time-in-flight tokens.

Remove one time-in-flight token from each enemy on the board that you prior targeted with a time-in-flight weapon. Only remove your own time-in-flight tokens, not those from the enemy's weapons.

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

ii. Resolve time-in-flight attacks.

If one of your time-in-flight weapons' tokens reached zero on an enemy, resolve the attack on that enemy. If multiple such weapons simultaneously reach zero, resolve their attacks in the order that they were fired.

If there are any time-in-flight tokens left on the board when Fire Phase ends, remove all tokens and resolve the attacks in the order they were declared.

iii. Move planes.

If you have any planes on the board conducting missions, they must move a distance equal to their full Movement statistic (or as fast as the plane they're escorting) along their respective strafing lines. They must maintain basal contact with it (or as close as is possible to avoid overlapping other units' bases). This movement does not cost a command token.

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

If the plane's target moves before its mission is complete, the plane doesn't adjust its strafing line, but it may still fire at it.

If a plane's movement would take it off the edge of the map, the plane is immediately removed from the map. Its support card returns to the owning player's hand.

If a plane's movement passes through another plane's base, whether that plane is its target or not, the plane's movement is halted in basal contact with the enemy plane and they immediately enter a **dogfight** (see **V. CLOSE COMBAT PHASE, p. 4-11** in this chapter).

iv. Resolve dogfights and plane attacks on targets.

If engaged in a dogfight, resolve that first. Then, if a plane's target is within range, it may take a fire action against its target. Like time-in-flight weapons, this is additional to the "main" fire action of the turn. Multiple planes may attack simultaneously, if possible. Each planes may only attack once in the phase.

If the Fire Phase ends with planes still on the board, give every plane a chance to move into range of and attack its target before removing it and returning its support card.

v. Declare a new fire action or pass.

Select any on-map unit and declare a fire action as normal. You can also choose to **pass**, ending your turn without firing. Apply time-in-flight tokens to the target if the weapon fired was a *Guided Missile* or *Heavy Indirect*.

SPECIAL UNIT CLASS TRAITS

i. Infantry

Infantry in terrain with no Cover Modifier may **go to ground** instead of firing a weapon during their fire action. Put a **gone to ground token** next to the unit. They receive a -1 Cover Modifier and can fire in subsequent rounds while gone to ground. If the infantry move, they lose this Cover Modifier and their gone to ground token.

A squad can survive the first kill roll against it that succeeds. It receives a **depletion token** and counts as a team thereafter. As the kill roll failed, the squad receives 3 pin tokens.

A squad is totally killed without depleting if hit by a weapon with a Strength value 8 times greater than its Toughness.

ii. Vehicles

If a carrier is attacked, desanting infantry on it are also attacked by the weapon, even if it can't target infantry, gaining pin from misses and hits as appropriate. If a vehicle with embarked infantry is killed, all embarked infantry also suffer a kill, but embarked infantry do not otherwise gain pin.

When vehicles fire from ambush, they temporarily lose the benefit of ambush for the rest of that Fire Phase (i.e. they can be spotted normally, from further than 6" away.) However, vehicles still benefit from terrain Cover Modifier. Concealment and ambush are restored in the next Support Phase.

iii. Aircraft

Aircraft cannot be hit by ground-targeting attacks (including those with *Radius*) while airborne. Helicopters count as both aircraft and vehicles for targeting while landed. While landed, helicopters cannot fire their weapons unless they have the *Door Gun* special rule. If they fire landed, they lose concealment.

At close range, fast-moving helicopters are very difficult to track with ground weapons. At 12" or less, most ground weapons must blind-fire against helicopters, even if spotted. Air-targeting *Guided Missiles*, or weapons with the *Tracking* special rule (see **APPENDIX B**) can engage helicopters within 12" as normal.

Planes are simply moving too fast for most ground weapons to track and engage. They may only be targeted by other planes, by Air-targeting *Guided Missiles*, or by weapons with the *Tracking* special rule. Planes are always spotted and considered to be in LOS of ground units, so fire against them is never blind.

Planes never benefit from half range Strength or half range bonuses, but neither do any on-map units targeting them.

Aircraft interact with terrain, spotting, and LOS in slightly different ways than ground units (See **CHAPTER 5 - AIRCRAFT. p. 5-4** for a full explanation of these cases).

Any units embarked on or towed by aircraft immediately die if the aircraft is killed.

iv. TACOMs

TACOMs which called missions in the Support Phase may still fire at stationary Accuracy.

See **APPENDIX E** for a full list unit special behaviors across all phases.

FIRING FROM VEHICLES

Infantry embarked in *PC* vehicles (see **APPENDIX A**) can fire weapons with the *Small Arm* special rule (see **APPENDIX B**). They may fire at stationary Accuracy without forcing their carrier (or themselves) to stand still during the subsequent Maneuver Phase. Personnel carriers themselves can fire normally while carrying infantry.

Desanting infantry may fire all of their weapons, but only at moving Accuracy. A vehicle with desanting infantry cannot fire any of its own weapons, as the infantry block them.

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

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

HUSKS & CORPSES

When a vehicle is killed, it is removed and replaced with a **husk** of the same dimensions as the vehicle which created it. As with living units, a unit can't end its movement intersecting a husk base.

When a vehicle with embarked or desanting infantry is killed, surviving infantry must be placed in basal contact with their former carrier's husk as if disembarking.

When an infantry unit is killed, it is removed and replaced with a 40mm x 40mm **corpse** base. This is purely cosmetic unless there are luparic combatants on the field. Consult the *Bloodlust* special rule in **FM 100-2-8X** for mechanical usage of corpses. Units may overlap their base with corpses.

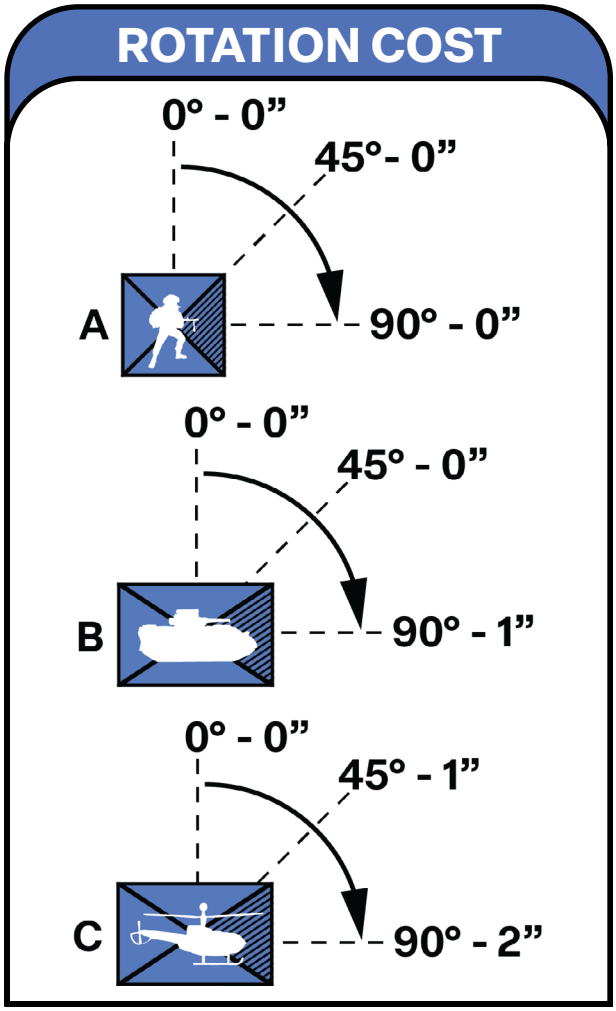
III. MANEUVER PHASE

Players take turns having their units take **move actions** until all units that are eligible to move have done so or both players run out of command tokens. A command token is spent every turn, either to **move** one unit or to **pass** without moving, and units may only move once per phase.

Units that fired at stationary Accuracy or have 0" of Movement (due to pin or otherwise) cannot make a move action.

MOVING & ROTATING

When moving a unit, move it up to its Movement statistic in inches directly forwards or backwards. Reversing costs 2" of Movement per every 1" reversed. At any point during a move action, a unit may also **rotate**. Infantry rotate for free. Vehicles pay 1" to rotate more than 90 degrees and 2" to rotate 180. Helicopters can rotate up to 45 degrees for free; for every 45 degrees after, they pay 1".



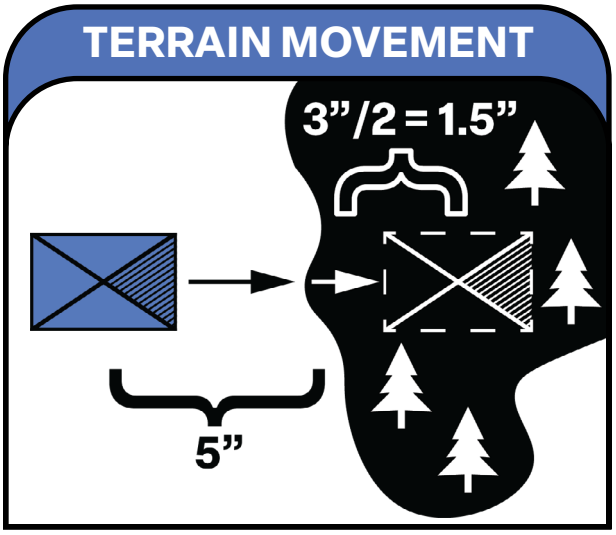
Remember that the cost of a turn is cumulative. If a unit rotates more than 90 degrees over the course of a move, even if it moved less than 90 degrees in each individual turn, it must pay 1" of movement.

COMPLEX MOVEMENT

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

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

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



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

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

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

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

SPECIAL UNIT CLASS TRAITS

i. Infantry

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

Infantry can **clear** an emplacement by ending movement in basal contact with it. The emplacement is removed during the next Upkeep. Infantry may avoid triggering traps by moving 1” or less while in their *Radius*.

ii. Vehicles

If a wheeled vehicle begins and ends its move action on road, it may **road dash**, adding its full Quality statistic in inches to its Movement statistic.

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

iii. Helicopters

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

Helicopters may not land on buildings or inside of any terrain with an Occlusion Height unless otherwise stated. They do not benefit from LOS occlusion while airborne and they do not use the Cover Modifier of their current terrain (See **CHAPTER 5 - AIRCRAFT. p. 5-4** for a full explanation of how aircraft interact with terrain).

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

TOWING

A unit with the *Tow (X)* special rule can move a friendly vehicle with a frontal arc Toughness of X or less, using its own Movement statistic. The towing unit must be in full basal contact along its rear arc with the front arc of the unit it is towing.

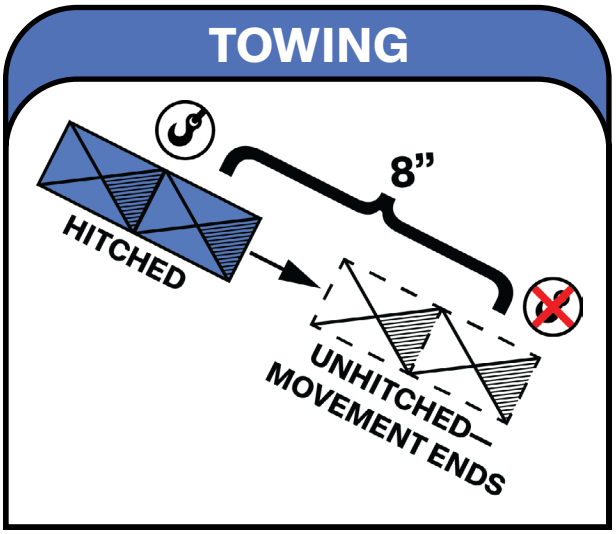
Towing units can choose to **hitch** one vehicle in full basal contact with its rear arc at the end of a move action. It may then **unhitch** that unit at the end of a subsequent move action. Both hitching and unhitching do not cost inches of movement.

When a towing unit moves, the unit that it hitched counts as having moved as well.

Towing units may rotate up to 45 degrees for free. For every 45 degrees after, they pay 1" of movement per towed unit. A 180 degree rotation (a U-turn), for example, would cost 3". With two towed units, it would cost 6".

When a towing unit finishes its move, the towed unit must be in a valid position; i.e. it cannot overlap impassable terrain, another unit, or be off the table edge.

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



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

EMBARKING & DESANTING

To **embark** inside a vehicle, an infantry unit must move into basal contact with it along any arc, then declare its embarkation. Temporarily remove the infantry unit from the table while it is embarked.

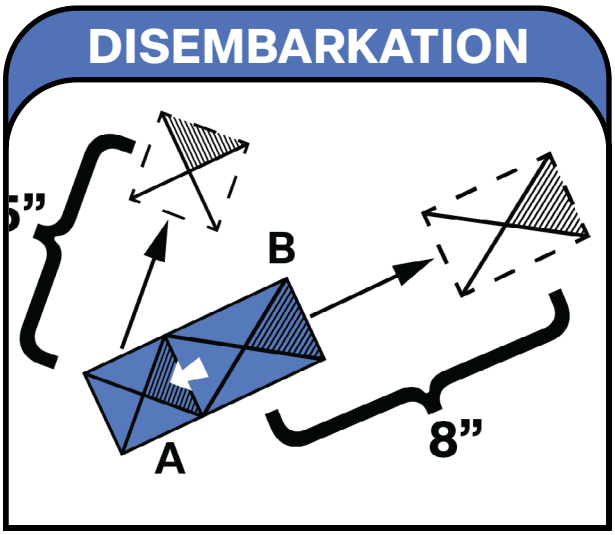
Vehicles with the *PC (X, Arc)* special rule, i.e. **personnel carriers**, can accept infantry embarkation. A PC can embark X infantry teams within itself. Squads count as two teams.

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

Desanting, during which an infantry unit rides on the exterior of a vehicle, is similar. Desanting covers the vehicle's exterior, preventing it from using any of its weapons. Desanting units may exit the vehicle from any arc. All vehicles count as vehicles with *PC (2, Any)* for the purpose of carrying desanting infantry. This is does not include any preexisting *PC* capacity the unit has. A vehicle with desanting units is marked with a **desanting token**.

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

Embarking and disembarking are part of an infantry unit's move action and so cost a command token to activate. They don't count as having taken their turn if their carrier movies.



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

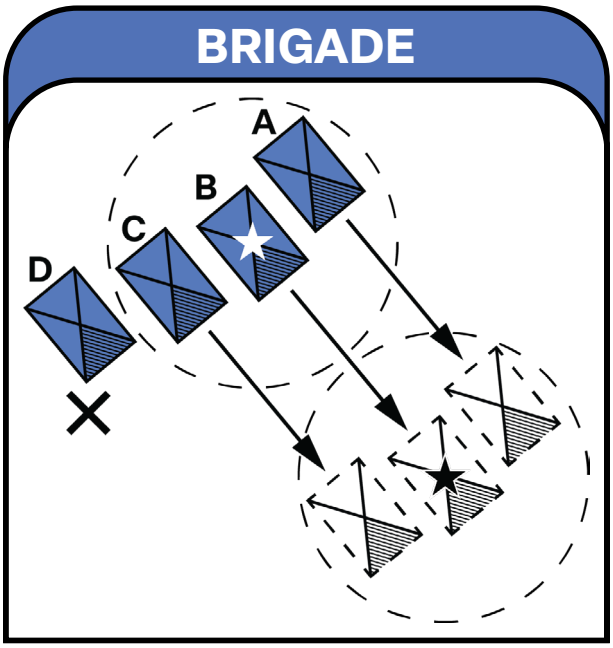
BRIGADE

Units with the *Brigade (X, Y")* special rule, i.e. all TACOMs, may declare a **brigade move** during their move action. A brigade move consumes the TACOM's single turn just like a normal move action.

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

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

Brigade moves only cost one command token no matter how many units actually participated. Units that moved as part of a brigade cannot move again in that Maneuver Phase.



Unit B, a TACOM, declares a brigade move for its move action, targeting Units A and C to move with itself because those units are in its Brigade radius. While Unit A moves, Units B and C simultaneously move on the TACOM's turn. Both must end their move within Unit B's radius. Because Unit D is out of range, it must move on its own turn.

TRIGGERING A TRAP

Traps are triggered by a unit entering the trap's *Radius* or making basal contact with the trap itself.

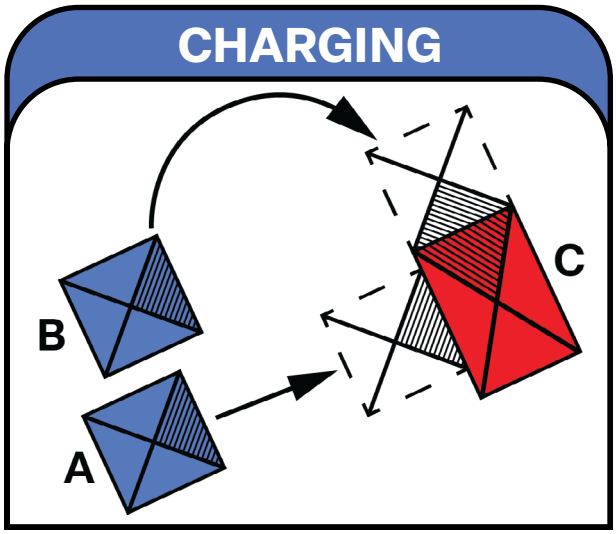
The target's movement immediately stops, and the attack is resolved like a normal fire action against the target. If the target survives, it may resume its movement afterwards as a part of the same action.

CHARGING

When a unit enters basal contact with an enemy unit, it must **charge** into close combat (see **V. CLOSE COMBAT PHASE, p. 4-11** in this chapter). This close combat is compulsory. The charge target cannot move after it has been charged. Movement during the Fire Phase that results in basal contact can also create charges.

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

Airborne units may not charge land units (and vice versa).



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

CHECKING SPOTTING

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

IV. IDENTIFICATION PHASE

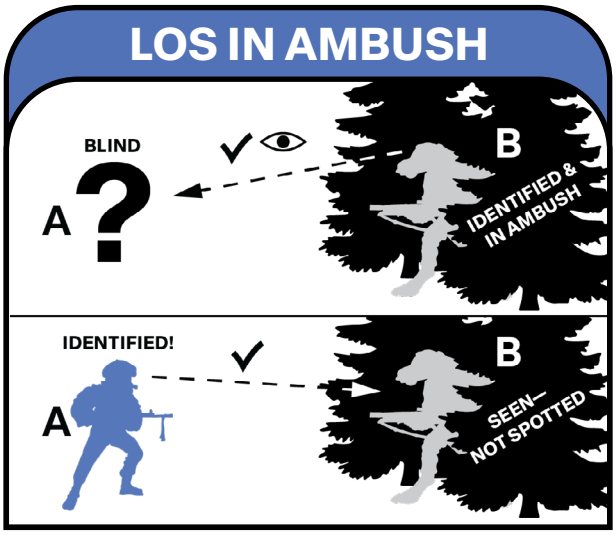
While spotting (and thus identification) can happen whenever the state of the board changes, this phase serves as a "formal" look over the board to ensure nothing is missed.

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

Once identified, a unit stays identified for the remainder of the game. It will not become a blind again, even if no enemy can spot it. If a dummy is spotted, it's immediately removed from play. Remember, spotting and identification are separate.

Blinds can choose to deliberately not spot an enemy. This is useful for disguising its true unit type.

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



Unit A is a blind. Unit B was already identified, but is now in ambush at the edge of a forest. Unit B spots Unit A, revealing it. Unit A is not close enough to spot Unit B, though Unit A is identified.

V. CLOSE COMBAT PHASE

Opposing units which begin the round in basal contact are said to be in a **close combat engagement**: lethal close-quarters battle at under 50 meters.

A unit which initiates close combat by making basal contact with an enemy is called the "**charging unit**", while the unit which has been charged is considered "**defending**".

Unoccluded Direct Fire: Fire between units in close combat is akin to a normal fire action, with spotting and unoccluded LOS to the target, in the arc of the enemy they are facing (unless encircling; see below). Units may target any enemy they are in basal contact with. Indirect weapons cannot be used. All units are immediately identified at the start of combat. All attacks are at stationary accuracy.

No Cover: No benefit from Cover Modifier.

Half Range: Attacks use half range Strength, and benefit from the +1 half range bonus.

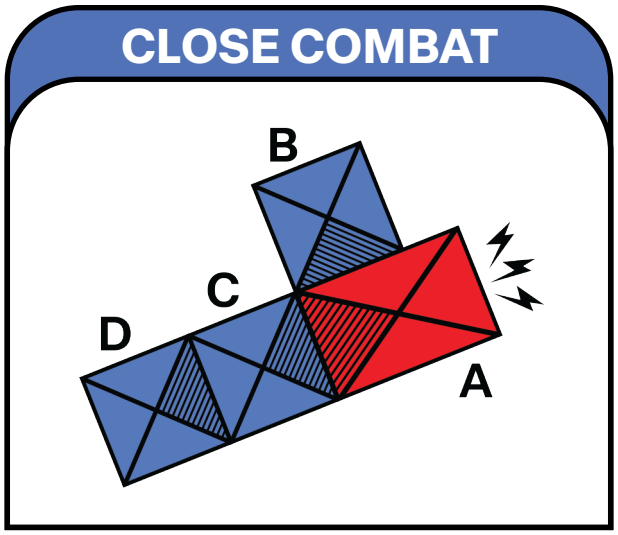
Simultaneous Turns: Attacks are always resolved simultaneously. No units are removed or affected as a result of a combat round until the last unit attacks. They can mutually kill.

Encirclement: If infantry are in close combat with an enemy vehicle, the infantry are considered to be **encircling** the vehicle, allowing all attacks to target the vehicle's lowest-Toughness arc regardless of the vehicle's actual facing. A vehicle cannot be encircled if there are friendly infantry in basal contact with it. They are **screening** it from encirclement. Desanting units can screen.

Airborne CC: Airborne units may only enter close combat with other airborne units.

Obligated Combatants: Embarked and desanting infantry are considered to be in close combat if their carrier is, even if the carrier is destroyed. Towed vehicles are considered to be in close combat if their tower is and vice-versa.

No Pin, Always Attempt Hit: Fire never generates pin tokens in close combat, although it does respect preexisting ones. No matter what, the to-hit target number will be at least 6+.



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

FALLING BACK

A unit may **fall back** at the beginning of the close combat round. It must endure one round of fighting during which it cannot retaliate. If it survived, it then makes a half-move directly away from the engagement.

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

REFORMING

A unit may **reform** at the beginning of a close combat round and change its facing toward any enemy unit is in basal contact with.

WINNING CLOSE COMBAT

Close combat rounds proceed repeatedly, until all combatants of one side have either died or fallen back. The winning side performs an **overrun move** into the position of the losing side after winning close combat. The winning units may move anywhere within 1" of the enemy's former positions.

Overruns can allow a unit to rejoin an ongoing close combat engagement or result in a subsequent, separate close combat engagement during the same phase.

DOGFIGHTS

A dogfight is a restricted form of close combat which can only occur between two planes. This close combat does not result in overruns; the winning side simply continues on its strafing lines unabated. Planes may enter consecutive dogfights if they contact multiple planes in the course of their movement.

Due to the closeness of the engagement, missiles in dogfights are resolved in the same turn they are fired. *Guided Missiles* fired before the dogfight immediately land before the first round of close combat.

If a plane falls back from a dogfight, it abandons its mission and is immediately removed from the board. CAS planes may dogfight CAP planes if they are intercepted, but CAP planes always fire before CAS in dogfights.

Escorts are fought before the plane they are escorting. If a plane defeats an escort in a dogfight, it then immediately moves on and dogfights the plane that was being escorted.

If two CAS planes intersect with each other, the CAS planes are allowed to mutually fire in a single round of close combat before continuing on their respective strafing lines.

VI. OBJECTIVE PHASE

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

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

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

ENDING A ROUND

After the Objective Phase, the round ends. The next round immediately begins from the Support Phase. Rounds continue indefinitely until one side wins or until the end of a scenario-specified final round.

CHAPTER 5
TERRAIN & HEIGHT

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

MAP TYPES

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

The rules and style guide contained in forthcoming sections are fitted principally for playing on flat medium; playing with modeled terrain will be explained in **MODELED TERRAIN, p. 5-6**.

TERRAIN STATISTICS

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

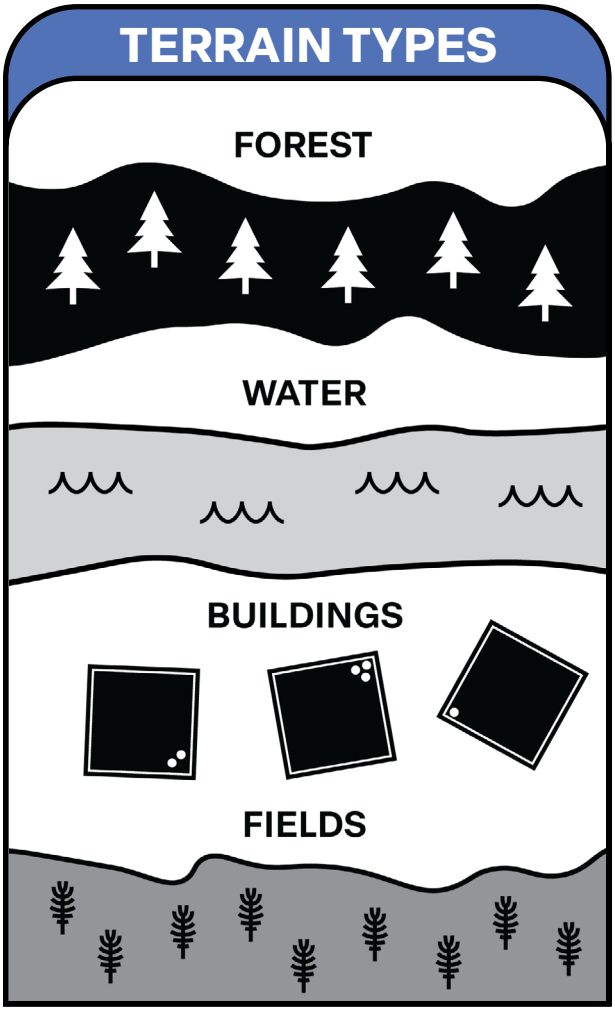
Occlusion Height: Terrain with Occlusion Height breaks the LOS of any unit with a Height statistic equal to or less than the terrain’s Height. For example, an Occlusion Height 2 forest blocks the LOS of Height 2 or lower units

Cover Modifier: Cover Modifiers are expressed as two values: one for infantry and one for vehicles, respectively. Kill rolls against units in cover-offering terrain suffer a negative modifier equal to the value of the Cover Modifier, thus improving the target’s chance of survival. For example, a unit in forest with a Cover Modifier of -1 which is hit by a weapon with a to-kill target number of 2+ will survive on a 1 *or* a 2, as a roll of 2 will be reduced to 1 by the modifier. If the to-kill target number was *not* 7+ before modifiers, a result of 6 *always* kills regardless of Cover Modifier.

Entrance & Exit Cost: Movement cost represents difficulty of entry into the terrain. It is expressed as two values in inches for infantry and vehicles, respectively. Wheeled vehicles pay an additional 1” to enter and exit terrain.

Vehicle Multiplier: For each inch of movement a vehicle pays to move on this terrain, it moves a distance equal to its Vehicle Multiplier in inches. Vehicles move at half speed in forests.

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



CONCEALMENT & AMBUSHES

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

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

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

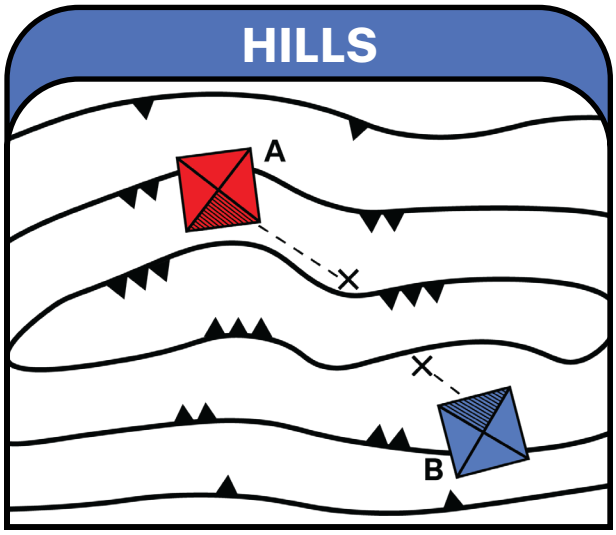
HILLS

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

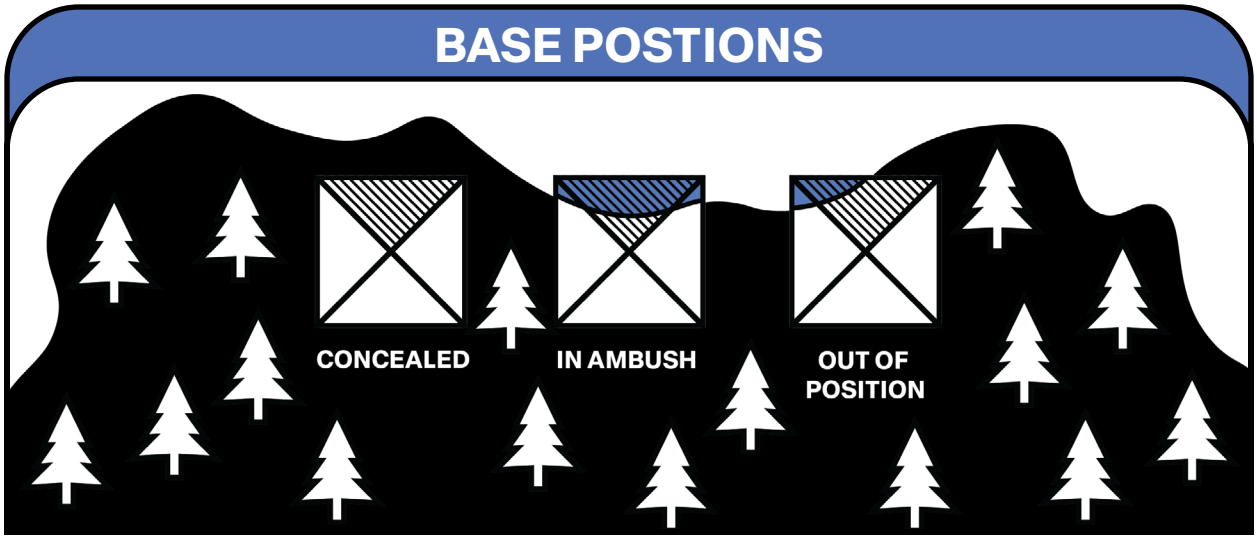
Hills can be marked by **contour lines** representing steps in height. Indicate height on each line via groups of triangles the inside edge of each contour line. These triangles point towards the summit of the hill.

Successive contour lines mean taller hills; each line means an increment of 1 additional Height for any unit or terrain placed on the hill, and these are added cumulatively. Hills may go up to Height 3 like this. The number of triangles on a counter line denotes the total amount of Height gained by standing inside that line's boundary.

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



Units A and B are Height 1 infantry. They stand on opposite slopes of a Height 2 contour line, increasing their effective Heights to 3. Their LOS is mutually occluded by a Height 3 contour line.



STRUCTURES

Structures are artificial terrain features such as buildings and bunkers. They are isolated features with limited occupancy, unlike most terrain types.

Structures obey the following rules:

Vehicle Inaccessible: Structures are only accessible to infantry units. Vehicles and aircraft are never considered to be in the structure and cannot enter close combat with infantry inside. If an aircraft lands on top of a structure, it is not considered to be inside it, but adds the structure's Structure Height to its own (as if flying over it).

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

Entrance & Exit: Structures have an Entrance & Exit cost of 1". Moving between directly adjacent buildings count as 1" of movement, not 2"; they are considered to be connected.
Units cannot move through a structure without first entering it. They may enter and exit from any point

Base Replacement: For the purposes of targeting and drawing LOS, the structure is considered to be the base of all units which are garrisoned inside of it—they may draw LOS out from any point on the structure's border and use the structure;s Height statistic instead of their own. All arcs of the building are considered to be a garrisoned unit's front for the purpose of non-radius fire. Radius attacks may target ground inside a structure anywhere within the direct LOS of the firer or calling TACOM. See **APPENDIX O.**

Indoor Close Combat: If enemy infantry or vehicle enters basal contact with a building, they are considered to be charging into close combat with the garrison of that building. Charging infantry may overrun inside of the building (thus becoming a garrison) or outside of it (anywhere in basal contact with the building). Charging vehicles may not overrun. See **CHAPTER 4 - IV. CLOSE COMBAT PHASE.**

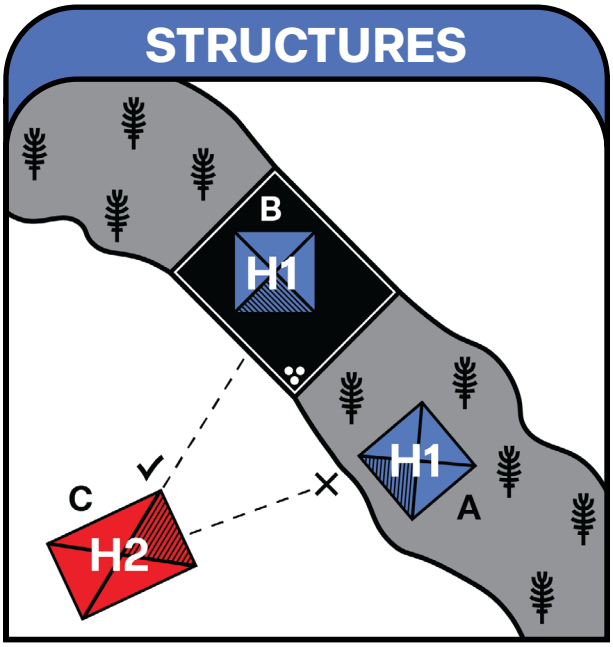
STRUCTURE STATISTICS

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

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

Cover Modifier: As in regular terrain.

The exact placement of units inside of a structure is irrelevant for firing and LOS except for the purposes of measuring area of effect for a *Radius* attack, in which case any garrisoned units within the *Radius* are hit even if the *Radius* was drawn from outside of the structure.



Units A and B are Height 1 infantry. Unit C is a Height 2 vehicle. Unit C cannot draw LOS to Unit A because it is concealed in a Height 1 field, but it may draw LOS to Unit B, which is garrisoned inside of a Height 3 structure (indicated by three dots). Unit B is in ambush inside of the building, preventing Unit C from spotting it.

HEIGHT DIFFERENCES & VANTAGE

If a unit drawing LOS has a Height value at least 1 greater than occluding terrain in its way, it may draw LOS to unconcealed units behind the lower terrain. This is called **"looking over"** terrain. A unit on a tall hill can see units behind a forest on open ground, but not to concealed units inside of the forest itself.

If a unit drawing LOS has a Height value at least 2 greater than lower terrain, however, the taller unit also has **vantage**. It may **"look into"** occluding terrain within 12" of itself, drawing LOS to (and spotting) any concealed or ambushing units within that radius. This is the only way that a unit in ambush may be spotted from further than 6" without that unit removing its own concealment.

Vantage is mutual: the otherwise concealed units may draw LOS to (and spot) units that have vantage over them.

TERRAIN SHADOWS

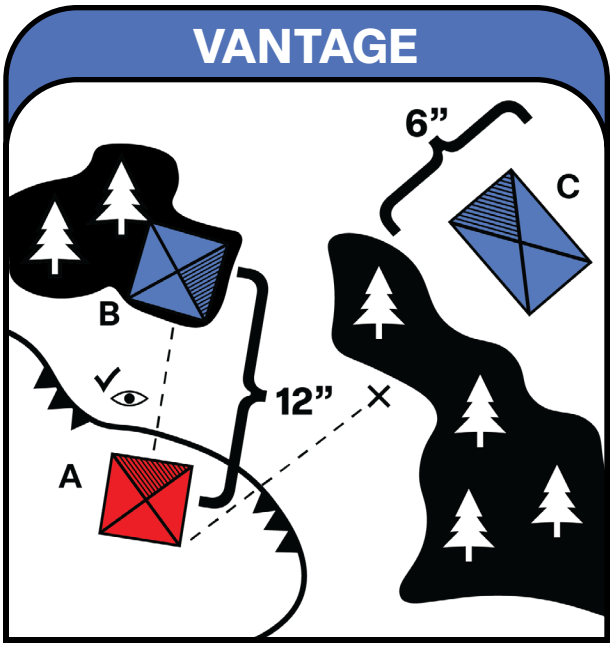
Occluding terrain casts 6” of **terrain shadow** for any ground unit (or landed helicopters) that is equal to or less than its own Height. If that unit's base is fully within the 6" of shadow cast by the occluding terrain, taller units may not "look over" the occluding terrain and draw LOS to units inside the shadow.

Terrain shadow does not apply within 12” of an enemy unit, even if that enemy unit does not have vantage. Units on hills may have LOS blocked by terrain shadow beyond 12”, eve if the enemy units are not technically in ambush or concealed.

AIRCRAFT

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

When airborne, aircraft have infinite Height. Nothing may break LOS to the aircraft, and vice versa. An airborne aircraft is always considered to have vantage. While planes are spotted automatically when they enter the board, helicopters must be spotted as normal.



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

Airborne units do not interact with the terrain below and largely do not benefit from the terrain they are currently flying over.

Helicopters cannot land in occluding terrain unless stated otherwise in the terrain's special notes.

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

Planes can never benefit from Cover Modifier. Airborne helicopters get a -1 Cover Modifier if their attacker must draw its LOS through occluding terrain that is as tall or taller than itself. For example, a helicopter behind Height 2 occluding terrain, fired upon by a Height 1 unit, benefits from a -1 Cover Modifier.

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

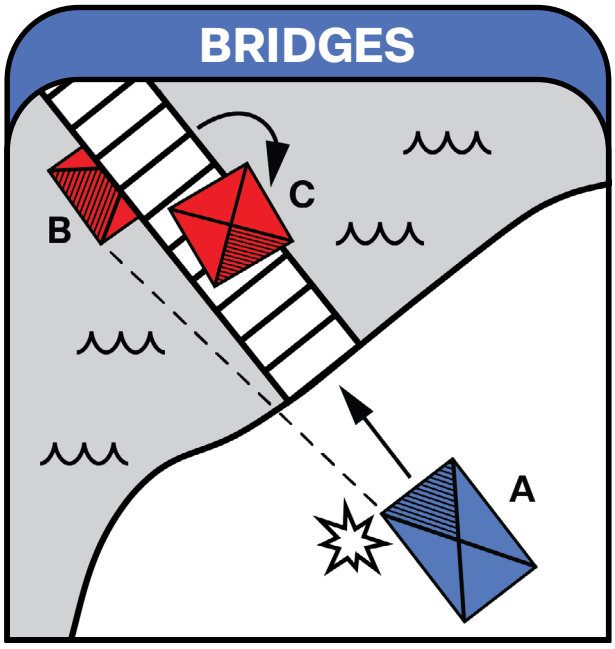
WATER & BRIDGES

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

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

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

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



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

Bridges have a height equal to the land they are connected to. Bridges can't connect land of different heights. *Amphibious* vehicles can drive between bridges and water if the difference in height is not greater than 2.

WALLS

Thin lines along the map may be designated **walls**, which are impassable by all units and obstruct vision. Walls must be given a Height between one and three like a building; use dots and a consistent color to indicate the height of each stretch of wall, altering colors if there are walls of different heights if necessary.

VOIDS

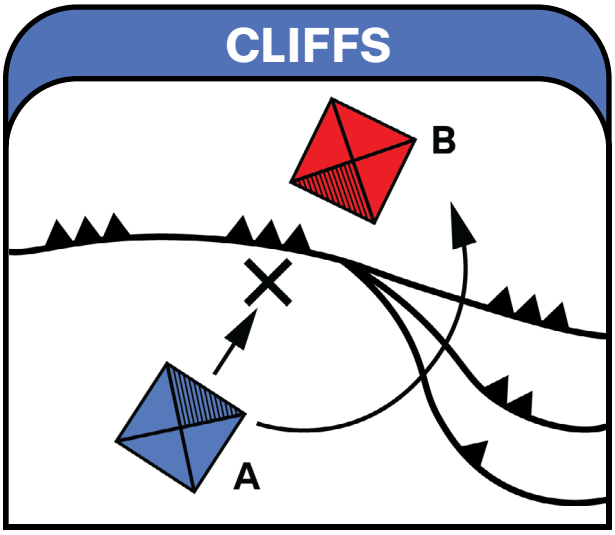
A **void** is an area on the map representing an extremely long drop; for instance, the empty sky between two floating islands. Any ground unit that ends up over a void is immediately killed and leaves neither a husk nor a corpse.

CLIFFS

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

No ground unit can cross a cliff. They find a regular hill slope or be delivered by aircraft to reach the top of a cliff.

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



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

COMBINING TERRAIN

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

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

MODELED TERRAIN

When using modeled terrain, embrace that the terrain models are not being portrayed at an accurate scale. These are, instead, suggestions of a larger, more traversible area than is worth rendering at scale on the game board. Thus your non-building terrain models may be freely moved through as if they were not there.

The following rules are only advisory. Everyone's terrain setup is a little different. When in doubt, use your best judgment.

i.Rules of Thumb

Marking terrain boundaries with string and bluetack will save time and trouble if terrain types are not clearly delineated by your map decorations.

ii. Non-buildings

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

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

iii. Buildings

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

If using buildings with angled or irregular roofs, positioning your models on top may be untenable. In this case it may be worth removing the building from the table entirely and marking the dimensions of its base with string per the above when garrisoned.

iv. Hills & Cliffs

The contour line system works elegantly with string and bluetack.

If not using string, incremental height increases on the slope of a hill can be benchmarked using the height of most 28mm infantry models (or a small coin of equivalent size). Put the infantry at ground level and measure from the top of the most upright model's head to the slope of the hill: Below his head is Height 1, and above it is Height 2. Stack two models to get the line between Height 2 and Height 3, etc.

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

iv. Thin Terrain

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

—

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

NOW GO GET 'EM!

APPENDIX A - UNIT SPECIAL RULES

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

Amphibious

This unit may cross deep water at no movement penalty.

APS (Active Protection System)

This unit is fitted with a radar-guided active protection system, which is rather like a big shotgun that automatically fires to destroy incoming high-caliber munitions. Once per game, *APS* nullifies a successful kill roll against this vehicle. Failed kills and nullified kills only accrue one pin, not three. *APS* cannot be reloaded after it nullifies a kill roll. After *APS* is spent, failed kills accrue three pin as normal.

Assault Specialist

This infantry unit is specially trained for close-quarters battle. Close combat with this infantry unit is not simultaneous in all rounds. It resolves its firing first, then the enemy retaliates. Opposing Assault Specialists resolve close combat simultaneously, as normal.

Brigade (X, Y")

This unit (the **brigadier**) may form a brigade in the Maneuver Phase by spending a command token on it.

When executing a brigade move, the brigadier may move as normal. Up to X additional friendly units may also move in that same turn, so long as they remain within Y" of the brigadier at the start and end of their movement. Neither they nor the brigadier are eligible to move again in the same Maneuver Phase. A brigade is not persistent between phases.

A unit in a brigade may either embark or disembark from a vehicle during a brigade move, but it may not do both, i.e. an infantry unit may not enter a vehicle then exit the vehicle during the same brigade after that vehicle has moved.

Chaff-Flares

This unit is fitted with flares and anti-missile countermeasures. Once per game, *Chaff-Flares* forces all dice that hit the aircraft on a single turn to re-roll their attacks. *Chaff-Flares* cannot be reloaded and have no effect on rounds after the one in which they were triggered. If triggered during a dogfight, they only last for one close combat round.

Elite

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

Loiter

This plane may remain strafing over its target without overshooting it, but it must still exit the board at the end of the Fire Phase.

NBC (Nuclear, Biological, Chemical Protection)

This unit does not suffer a kill roll from *Chemical Weapons* or *Nuclear* thermal radiation.

Nimble

This plane may wexit the map and return to your hand instead of moving forward during the Fire Phase. All non-*Homing* time-in-flight attacks fired at or by this plane automatically miss. *Homing* attacks resolve as normal.

Paradrop

Units with the *Paradrop* special rule may **parachute** onto the field after all other blinds have deployed in alternating turns.

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

If a unit parachutes within half range of a *Radar Guided Gun*, it incurs six pin tokens.

PC (X, Arc) (Personnel Carrier)

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

Infantry may not use their weapons (aside from *Small Arms*) while inside a carrier. They may use these at stationary Accuracy. A PC that is carrying infantry may use its own weapons as normal. Embarked infantry can fight in close combat, but do not count against the encirclement of their carrier.

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

Embarked units cannot be targeted or hit directly by attacks on the carrier. They do not inherit the carrier's pin tokens. When a carrier dies, all teams are automatically killed and squads are depleted. Infantry embarked in an airborne carrier that is killed die instantly.

Sense (X")

This unit immediately spots enemy units within X" of itself, even without LOS. Sense may spot for *Light Indirect* fire.

Tow (X)

This unit may tow a friendly vehicle with frontal Toughness less than or equal to X.

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

As long as the tower and towed unit are hitched, they move as one unit, using the towing unit's Move statistic and counting as a move for both the tower and the towed. The towed unit automatically becomes unhitched from the tower when it moves on its own turn. Towed units cannot move in the same phase that they are hitched or the tower moves.

Towing units can fire all weapons at normal accuracy. Towed units cannot fire.

A towed unit may tow another unit, creating a chain of tows. All successive tows are considered to be towed by the leading unit.

When deploying a unit that is towing another unit, deploy the towing unit first with its rear arc touching the edge of the map as normal. Then move the towing unit forward without attaching the towed unit to its rear.

If there is not enough space to fit the towed unit on the board, the towed unit must deploy on a separate turn. Do this for all successive tows until space runs out.

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

Unhitching a towed unit must be done at the end of the tower's turn.

A unit which is being towed cannot tow a unit that the first unit cannot tow.

Units being towed by an airborne unit are considered aircraft for targeting purposes.

Resupply (X)

This unit can resupply up to X Ammo (for any weapon) to one friendly within 4" as a fire action. For every unit of Ammo supplied to another unit, this unit's Resupply value decreases by one. Resupplying any amount of Ammo is considered to equivalent to firing a weapon at stationary Accuracy; i.e. the *Resupply* unit cannot resupply another unit and then move in the Maneuver Phase. *Resupply* units cannot themselves be resupplied.

Cannot target airborne units. Does not cause the resupplying unit to identify itself.

Watercraft

This is a boat or other waterborne vehicle. It can only move on water (shallow or deep), doing so at no movement penalty. Deep water gives a 2x movement bonus.

Watercraft cannot be towed by land units, only by other *Watercraft*. They may be towed by aircraft, but my only unhitch in water.

APPENDIX B - WEAPON SPECIAL RULES

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

Air-Filling

This weapon rapidly fills the air with shrapnel. Misses apply three pin tokens rather than one unless the weapon can't kill its target.

Barrage (X)

This weapon may simultaneously fire up to X times in one activation. This is distinct from having a higher Dice value. Each *Barrage* attack consumes one Ammo. Multiple Ammo types may be used in one *Barrage*. The number of attacks must be declared before resolving. Attacks can be spaced 2" from each other.

Barrage attacks called in fire missions can space 2" away from the mission target.

Chemical Weapon

Within this weapon's listed *Radius*, all units cannot remove pin tokens during the Support Phase, are unaffected by *Rally*, cannot use or be targeted in a brigade, and cannot call or be used in support missions.

Any unit affected by a *Chemical Weapon* during Upkeep is automatically hit with a 6+ to kill roll (unaffected by Cover Modifier). Does not stack. Does not affect airborne units.

Defensive CC

This weapon may not be used in close combat if its unit charged this round.

Designator

This weapon immediately spots its target. Place a **designator token** on the target. Designator spotting is lost as soon as the designator moves or attacks with another weapon or if their LOS is broken (such as by *Smoke*).

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

Does not inflict pin. Cannot be fired if firer is at max pin.

Discreet

This weapon does not identify the firer or cause the firer to lose concealment when fired. You don't have to indicate who fired it.

Door Gun (Arc)

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

Guided Missile (X)

This weapon is a guided missile. It does not get a half range Accuracy bonus.

A *Guided Missile*'s has a time-in-flight equal to X. If the weapon is fired within half range, its time-in-flight is reduced by 1. If time-in-flight is reduced to 0, that attack is resolved immediately. *Guided Missiles* use their accuracy at the time their attack lands, not when it was fired, so pin or loss of spotting can force it to miss. If the firer is killed, the attack misses.

Air-targeting *Guided Missiles* may target planes and helicopters as if they have *Tracking*.

Heavy Indirect (X)/Light Indirect

This is an indirect weapon that needs no LOS to the target to fire. It never benefits from a half range bonus. *Light Indirect* weapons do not identify or spot the firer (but do remove vehicle concealment). *Heavy Indirect* weapons do identify and spot the firer, as well as remove it from concealment.

Light Indirect weapons need the LOS of a friendly unit for a fire mission.

Heavy Indirect weapons may be called as a support mission by a TACOM for a fire mission. They also have a time-in-flight like *Guided Missiles*. They use their accuracy at the time their attack lands, not when it was fired, so pin or loss of spotting can force it to miss. If the firer is killed, the attack misses.

See **INDIRECT FIRE, p. 4-4**.

Ignore Cover (X)

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

Lingering

This *Radius* weapon's effects persist on the table after it has landed. Units inside of a *Lingering* weapon are hit according to the weapon's Accuracy statistic when it lands, then hit again automatically if they are inside of the weapon's *Radius* during subsequent Upkeeps.

After all *Lingering* weapons have rolled to kill, roll once per radius to see if it dissipates. On a roll of 4+, the weapon cloud persists until the next Support Phase.

MCLOS (Manual Command, Line of Sight)

This weapon is difficult to use when suppressed. For each pin token on the firer, this weapon suffers a -1 modifier to hit.

Melee

This is a hand-to-hand infantry weapon that may be used to target enemies in any arc. It may only be used in close combat and does not get a half range bonus.

Multi-Gun

In addition to whatever weapon this unit chooses in the Fire Phase, it may also simultaneously attack with this weapon, and may task this weapon on a different target.

No CC / No CC (Inf.)

This weapon may not be used in close combat at all or versus infantry (respectively).

Nuclear

See **APPENDIX H**. Can't be resupplied.

Homing

This missile has seeker-led infrared homing guidance. It ignores any to-hit modifiers applied during flight and always rolls to hit even if its firer was killed or spotting was lost.

Radius (X")

This weapon affects each unit in an X" radius from its impact point if the center of those unit's bases are inside of it. If it possesses an Accuracy statistic, it rolls independently to hit each unit covered. Radius attacks that hit unspotted units blind-fire as normal. *Radius* attacks don't hit airborne enemies, but *Rally* with a *Radius* affects airborne friendlies.

Radar-Guided Gun

This ground weapon's fire is guided by mounted air-search radar. It blind-fires at helicopters at 4+ rather than 6+ unless LOS is blocked by *Smoke*. *Paradrop* units which deploy within half range of this weapon gain six pin tokens.

Rally (Salt)

If designated *Rally*, any friendly unit targeted by this weapon immediately loses all pin tokens. If designated *Rally (Salt)*, it only affects non-NBC troops.

Rear Attack

This weapon strikes either the top or rear of a target (which are usually equally thin). Attacks automatically hit the target's rear arc regardless of relative facings.

Saturating (X)

This weapon spends at least one and up to X number of Ammo in a single attack. The attack gains *Radius* with a number of inches equal to the Ammo spent to fire it.

Scoped

This weapon is equipped with a magnified scope: even if a target is too far away to identify, they're easier to shoot, even behind cover. It rolls at 4+ to hit when blind-firing rather than 6+ unless its LOS is blocked by *Smoke*.

Additionally, this weapon has *Ignore Cover (1)* when targeting infantry.

Shaped Charge

This weapon is a powerful explosive penetrator, useful against most ground targets independent of its velocity. It does not use its second Strength value as half range Strength.

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

When hitting infantry at any range, it uses its second Strength value and gains a corresponding *Ignore Cover* effect based on its first Strength value:

Strength 1-6	*Ignore Cover (1)*
Strength 7+	*Ignore Cover (2)*

Small Arm

This is a man-portable weapon that can be fired through ports or hatches in a carrier. It may be fired at stationary Accuracy while embarked without restricting carrier or infantry movement later. It may target enemies in any of the firer's arcs.

Smoke

LOS may be drawn through this weapon's listed *Radius,* but not spotting. That is, any fire passing through *Smoke* is necessarily blind-fire. A unit which has the center of its base within a cloud of *Smoke* is considered to be firing through *Smoke*. Units within *Smoke* always blind-fire. *Smoke* blocks *Designators*.

Does not inflict pin.

If a unit is firing through *Smoke* at a unit that is spotted, the firer suffers a -1 penalty to Accuracy. A result of 6 will always hit regardless of this penalty unless the roll is also affected by pin.

As airborne units are above the *Smoke*, they can draw their LOS to and spot units behind a *Smoke* radius. However, ground units directly inside of a *Smoke* radius are still concealed and must be blind-fired at.

Strafing

If this weapon is fired at moving accuracy, the helicopter that fired it must *immediately* move itself forward, without rotating, for half of its Movement statistic after the attack is resolved.

Tracking

This weapon has a sophisticated rotating mount which allows it to unerringly track and fire at aircraft. It may target planes and may target helicopters within 12" without having to blind-fire.

Turret

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

Thermal Sights

This weapon's thermal optics enable it to spot and fire on units through *Smoke* for the duration of its own attack. If a unit is firing through *Smoke* at a spotted unit, it fires at a -1 penalty to Accuracy.

Thermal Sights does not allow spotting on a unit in *Smoke* for any reason other than a fire action by a unit using this weapon, i.e. a tank with *Thermal Sights* may not act as a spotter through *Smoke* for an *Indirect* weapon.

Underbarrel (X)

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

Undetectable

This trap cannot be avoided by infantry, even if they move 1" or less within its *Radius*.

APPENDIX C - LIST OF PLAY MATERIAL

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

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

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

Command: White, varies
Pin: Purple, 6 per unit (if not using dice)
Depletion: Brown, 1 per infantry squad
Airborne: Cyan, 1 per helicopter
Gone to Ground: Green, 1 per infantry unit
Desanting: Magenta, 1 per infantry unit
Spent Ammo: Black, 1 per weapon
Ground Zero: Yellow, 1 per nuke
Stationary Fire: Red, 1 per unit
Time-in-Flight: Red, 1 per relevant weapon (if not using dice)

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

Spotting: Light Blue, Reticle
Counterbattery: Rich Blue, Howitzer
Designator: Dark Blue, Laser Hazard

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

Ammo: Black, 1 per weapon
Pin: Purple, 1 per unit (if not using tokens)
Time-in-Flight: Red, 1 per relevant weapon (if not using tokens)

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

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

4. A tape measure for the purposes of measuring movement and LOS. It’s best if each player has one.

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

Consult instructions on the following page for the creation of Firelock standees using official standee sheets.

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

If using flat tokens and not standees, the bottom of the token may be used as a blind (marked with its ID).

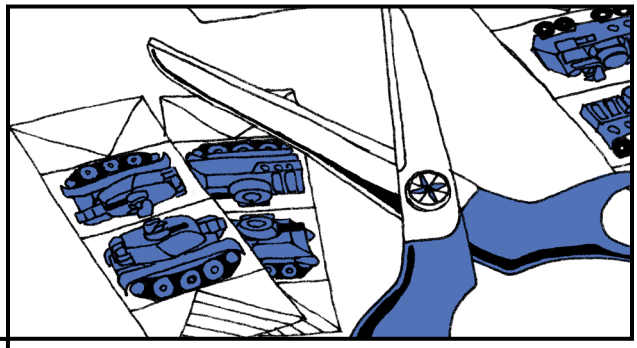
Blinds or flat token bottoms may also be used for husk and corpse bases.

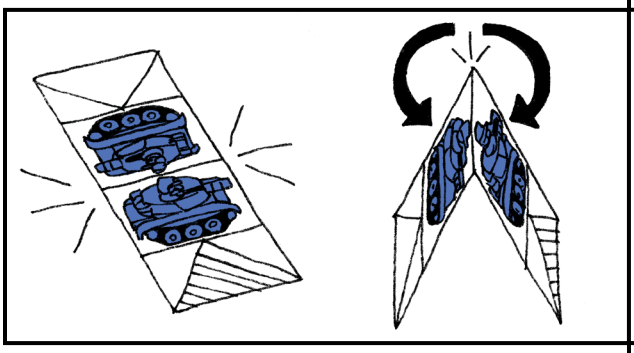
7. Factional special rules may mandate the use of extra materals not mentioned in the core rulebook; always consult your army’s field manual, as well as the Core Rules, when preparing materials for your match.

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

1.

Cut out the standees from the left side of the page. Reserve unused space on the right side to use as a glue mat later.



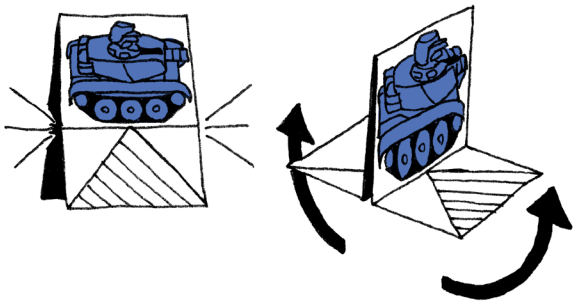


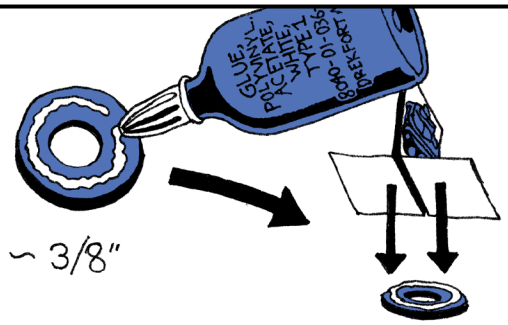
2.

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

3.

Fold at the the front and back fold lines, first folding inward (so you can see the line on the outside), then outward to make a T-shape.



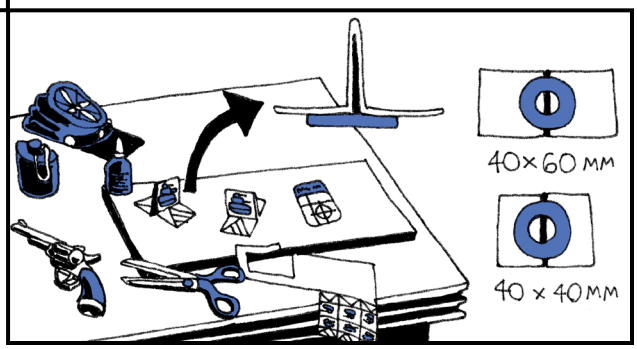


4.

Grab a washer and squeeze a thin circle of school glue onto it, then paste the washer onto the bottom of the standee so that it binds the standee at the T-junction. Don’t add too much glue.

5.

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



APPENDIX D - TERRAIN & STRUCTURE TYPE LIST

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

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

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

PLAINS TERRAIN TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0"/0"
Vehicle Multiplier: 1

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

ROAD TERRAIN TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0"/0"
Vehicle Multiplier: 2

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

DUNES TERRAIN TYPE

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

Suggested Visuals: Tan; rolling heaps of sand.

FIELDS TERRAIN TYPE

Occlusion Height: 1
Cover Modifier: 0/0
Entrance & Exit Cost: 0"/0"
Vehicle Multiplier: 1

Note: Wheeled pays 0" to enter, helicopters may land inside.
Suggested Visuals: Yellow-green; grass, shrubs.

DEAD GROUND TERRAIN TYPE

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

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

ROCKY GROUND TERRAIN TYPE

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

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

FOREST TERRAIN TYPE

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

Suggested Visuals: Green; tree miniatures

DENSE FOREST TERRAIN TYPE

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

Suggested Visuals: Dark green; densely-packed tree miniatures.

FLATTENED FOREST TERRAIN TYPE

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

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

WALLS TERRAIN TYPE

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

Note: Impassable by all ground units.
Suggested Visuals: Brick red; hewn stone.

WOODEN BUILDING STRUCTURE TYPE

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

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

STURDY BUILDING STRUCTURE TYPE

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

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

TOWER STRUCTURE TYPE

Structure Height: 4
Cover Modifier: -1

Note: Cover Garrisons only one infantry.
Suggested Visuals: Tall, thin turret or minaret.

BUILDING RUINS STRUCTURE TYPE

Structure Height: 1
Cover Modifier: -1 (brown) or -2 (red)

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

ENTRENCHMENT TERRAIN TYPE

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

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

SHALLOW WATER WATER TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0”/0”
Vehicle Multiplier: 1

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

DEEP WATER WATER TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0”/0”
Vehicle Multiplier: 2*

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

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

SWAMP WATER TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0”/0”
Vehicle Multiplier: ½

Note: Infantry affected by Vehicle Multiplier.
Suggested Visuals: Blue-green; murky, grassy water

BRIDGE TERRAIN TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0”/0”
Vehicle Multiplier: 2

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

FOOTBRIDGE TERRAIN TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0”/0”
Vehicle Multiplier: Inaccessible

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

*If a *Watercraft* ends its movement under this terrain, it is considered to be in ambush. An *Amphibious* unit can end its movement under a bridge like a *Watercraft* if it entered the bridge from water, i.e. the bridge’s side.

VOID TERRAIN TYPE

Occlusion Height: 0
Cover Modifier: 0/0
Entrance & Exit Cost: 0”/0”
Vehicle Multiplier: Inaccessible

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

APPENDIX E - UNIT CLASS QUICK REFERENCE

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

Infantry

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

Vehicles

- Bases are 40mm x 60mm, representing one vehicle.
- Can be **tracked** or **wheeled**. Wheeled vehicles pay an extra 1" to enter or exit terrain but may **road dash** on roads.
- Affected by vehicle multipliers. Cannot enter some terrain. Pays 1" to rotate 90 degrees and 2" to rotate 180 degrees during a move action. Pays 2" per inch reversed.
- Suffers -1 Accuracy per two pin tokens.
- If infantry are desanting, cannot fire any weapons.
- Can be encircled by enemy infantry in close combat if not in basal contact with friendly infantry. Cannot enter structures or enter close combat with garrisoned infantry.
- Loses concealment/ambush whenever it fires a weapon for the rest of the round.

Aircraft

- Bases are 40mm x 60mm, representing one aircraft.
- Can be a **helicopter** or a **plane**. Planes must be called on support missions by a TACOM and do their moving during the Fire Phase.
- Must be **landed** or **airborne**. Can be targeted in close combat and cannot fire weapons when landed. Counts as vehicle when landed for targeting purposes.
- Suffers -1 Accuracy per two pin tokens.
- Helicopters are not affected by vehicle multipliers. Pays 1" per 45 degrees rotated. First 45 degrees are free. Cannot land in most occluding terrain.
- LOS can never be broken while airborne. Helicopters must be within Spotting Distance, but planes are spotted automatically.
- Does not use terrain Cover Modifier.
- Helicopters get a -1 Cover Modifier if there is occluding terrain taller than the attacker in the attacker's way. No bonus if the attacker is within 12" of the helicopter.
- Fire against helicopters by non-*Tracking* or *Guided Missiles* within 12" is blind-fire.
- Helicopters pay 4" to take off and land. Cannot both take off and land in one action.
- Planes may not land on the board, cannot turn, and must always move forward as part of their missions. Planes may **dogfight**.
- Planes may only fire upon their mission targets. This occurs at the top of the turn.
- CAS planes may only target on-map units. CAP planes may target on-map units and planes. CAP always fires first in a dogfight.
- Planes may only be fired upon by *Guided Missiles* and *Tracking* weapons.

APPENDIX F - KILL ROLL & MODIFIER TABLES

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

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

BLIND-FIRE TARGET NUMBER	
Unspotted target:	6+
Airborne target within 12”, firer without ***Tracking*** or ***Guided Missile***	6+
Scoped not targeting through ***Smoke***:	4+
Radar-Guided Gun not targeting through ***Smoke***:	4+

TO-HIT MODIFIERS	
Attacker at half range:	+1
Target spotted through ***Smoke****: *6 always hits if not also pinned.	-1
Per 2 pin on attacker*: *Per 1 pin if ***MCLOS***.	-1

TO-KILL MODIFIERS	
Strength > Toughness with ***Shaped Charge***:	+1
Per 1 Cover Modifier after ***Ignore Cover (X)****: *6 always kills if target number was not 7+.	-1

Remember! *Blind-fire doesn’t get positive modifiers. Add negative modifiers last.*

F-1 - KILL ROLL & MODIFIER TABLES

APPENDIX G - CORE RULES RECAP

This appendix summarizes Chapter 4 for quick use during a match.

DEPLOYMENT, p. 4-1

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

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

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

After standard deployment, units with the *Paradrop* rule may **parachute** anywhere on the board so long as it's not spotted by an enemy or within 8" of an enemy unit, enemy deployment zone or board edge, or objective.

After deployment has concluded, check LOS and spotting to see if any units are identified, then conclude any close combats which may haved occured.

I. SUPPORT PHASE, p. 4-2

If playing with a round timer, advance timer by one if appropriate.

1. Upkeep. Remove pin, stationary fire tokens. Roll to kill units in *Lingering* clouds, then roll to linger.
2. Generate **command tokens**. Keep your command token total a secret.
3. Declare **missions**. Take turns either passing or activating and secretly selecting a support card to call in. 1 turn per TACOM.
4. Simultaneously **reveal support cards** and take turns declaring targets or withdrawing support cards if no target is chosen.
5. Remove **counterbattery tokens**.

Draw strafing lines between each TACOM that called a plne and the target of that mission if appropriate.

II. FIRE PHASE. p. 4-3

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

1. Remove **time-in-flight tokens** from attacks declared by you in a previous turn.
2. Resolve **time-in-flight attacks** if any token stacks hit zero in the previous step.
3. Move forward every **plane** you own for its full Movement statistic, stopping only if the plane will overshoot its target. The plane will overshoot its target on its next obligatory movement.
4. Resolve **dogfights** that occur from basal contact between planes after the previous step. Then declare attacks for any **planes** in range of their targets. Multiple planes may attack simultaneously. Planes may only fire once per phase.
5. Declare a **new attack** from a non-plane unit. Resolve the attack if appropriate.

Remember the differences in behavior between unit classes. Here are some of the most important ones: Vehicles may be spotted from further than 6" if they fire from ambush. Aircraft count as vehicles when landed.

Consult **APPENDIX E** for the unit class special rule rule recap.

To **declare** a fire action:

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

To **resolve** a fire action:

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

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

Radius: Any unit with the center of its base inside of the radius drawn from this weapon's point of impact may be hit.
Guided Missile: Does not resolve on the same turn it was declared. Has a time-in-flight value which decreases every time it becomes your turn again. When all tokens are removed, the attack finally resolves.
Light Indirect: Declares and resolves in the same turn, but does not cause the firer to be identified. May declare its own fire mission on enemies within a friendly unit's LOS.
Heavy Indirect: Places time-in-flight tokens. Fire mission must be declared by a TACOM which has LOS to the mission target during Support Phase. Attack must be declared by the indirect weapon itself separately during the Fire Phase.

III. MANEUVER PHASE, p. 4-7

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

Second, take turns spending command tokens to **move** or **brigade**. Units with the *Brigade (X, Y")* special rule can move a number of extra units equal to X for free as long as those units begin and end their move within Y" of the brigadier. Brigades use the TACOM's turn.

Make note of terrain Entrance & Exit Costs and Vehicle Multipliers. Consult **CHAPTER 5.**

If a unit enters basal contact with an enemy unit and is eligible to enter close combat, you must declare a charge.

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

IV. IDENTIFICATION PHASE, p. 4-11

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

V. CLOSE COMBAT PHASE, p. 4-11

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

Close combat proceeds in rounds of simultaneous fire which is:

1. Unoccluded and unaffected by Smoke. All units in mutual basal contact may fire at one another and spot each other. Non-adjacent units may not fire at each other. Nobody benefits from Cover Modifier. All attacks at stationary accuracy.
2. Always benefitting from half range Strength and half range Accuracy bonus.
3. Infantry encircle enemy vehicles without friendly infantry in basal contact.
3. Aircraft may only charge other aircraft.

IV. OBJECTIVE PHASE, p. 4-12

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

END OF ROUND - RINSE, REPEAT

APPENDIX H - OBJECTIVES & OPTIONAL RULES

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

EXAMPLE OBJECTIVES

i. Quick Play

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

Capture three objectives at the end of a round or have more objectives captured than your opponent at the end of the eighth round.

ii. Long March

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

Base staff are permitted to deploy anywhere within 12" of their table edge, and infantry or vehicles may dig Entrenchments (see Appendix C) in a 3" radius around themselves. Base staff are all deployed before any other unit in the battle; marchers deploy from their edge as normal.

All of the attacker's units are permitted to deploy as if they had *Paradrop* anywhere what is not within 16" of any marcher or baser. If half of the marchers reach the firebase, the defender wins. If half die, the attacker wins.

iii. Echeloned Assault

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

The other player (the defender) evenly distributes the number of units within their army throughout the three echelons as if they all had *Paradrop*. If their army has a number of units indivisible by 3, the remainder can be placed in any echelon. The defender deploys his entire force before the attacker.

If the attacker possesses any indirect weapons in their force, they are permitted one Fire Phase of preparatory bombardment (one normal indirect attack per artillery unit, from anywhere on their deployment edge) the first round officially begins. Any Heavy Indirect attacks are immediately resolved as if Light Indirect.

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

If the attacker seizes the final objective by the end of the 9th round, they win. Otherwise, the defender wins.

OPTIONAL RULES

i. Nuclear Exchange

Each player is given access to a single tactical nuclear missile at the beginning of the third round to be called as a mission by a TACOM in the Support Phase. They may withhold its use to subsequent Support Phases. It is not possible to purchase further tactical nuclear missiles.

To employ a nuclear missile, declare you are launching it (with the appropriate severity). Select a TACOM to call the mission, then choose a spot anywhere on the table (even if you are not currently spotting it) to place a **ground zero token**. See **APPENDIX I** for full rules on nuclear weapons.

Not recommended for low-point games.

ii. Slow Disembark

Infantry cannot move away from their carrier in the same turn they disembark. They may exit from any part of the vehicle's base (directly into cover or a building, if possible).

Encourages slower, methodical play.

iii. Information Warfare

Each player receives a number of free dummies equal to the Command statistic of their TACOMs for free as part of deployment.

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

iv. Reinforcements

Each player holds half of his forces in reserve. At any point of the game during the Support Phase, a player can use a TACOM to call a mission to deploy a number of off-map units equal to that TACOM's *Brigade* number from his deployment edge.

Not recommended for low-point games.

v. Night Fight

All Spotting Distances are halved and vehicles do not remove themselves from concealment when they fire. Units are not identified until they are spotted, meaning all weapons may fire without identifying the firer; counterbattery spotting and designator spotting do not automatically identify.

Units with *Thermal Sights* get their full Spotting Distance. Weapons with smoke shells (other than Smoke Launchers) gain an "Illumination" ammunition type with the *Lingering* rule and a *Radius* equal to that weapon's smoke shell. Units within this Radius may be spotted at the normal distance.

vi. Deployment Zones

Rather than deploying from the table edge and marching toward the enemy, agree upon a number of inches from the deployment edge which is to be each player's deployment zone. Units are placed alternatingly directly into the deployment zone as if *Paradrop* without taking a subsequent move action.

vii. Token Bag Activation

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

viii. Morale

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

ix. Tank Kill Rolls

Whenever a vehicle suffers a fatal kill roll, a D3 is rolled. A result of one means that vehicle is "mobility killed" (an "m-kill") and has its movement set to zero inches. A result of two means that vehicle is "firepower killed" (an "f-kill") and loses the use of all Ammo-consuming weapons (or one non-Ammo-consuming weapon, if no Ammo-consuming weapons exist). A result of three means that vehicle is "catastrophically killed" (a "k-kill"), causing it to die and turn into a husk as normal. If a vehicle which has suffered a mobility or firepower kill is hit again, it is a k-kill.

If the initial roll to kill is automatic (1+), the result of the D3 is always a catastrophic kill.

x. Finite Smoke

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

Adds certainty to lingering weapons, enabling more precise counterplay.

APPENDIX I - NUCLEAR WEAPONS

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

USING NUCLEAR WEAPONS

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

NUCLEAR WEAPON EFFECTS

Nuclear weapons have three radius effects: fireball, overpressure, and thermal radiation. These three radius effects all extend from the same point on the board where the nuke dropped: **ground zero**. Place a **ground zero token** at this point.

A nuclear fireball extends 4” from ground zero. Everything—units, structures, and terrain—is completely wiped clean in this zone. Leave the ground zero token in place to indicate the radius of new scorched terrain:

SCORCHED EARTH TERRAIN TYPE	
Occlusion Height:	0
Cover Modifier:	-2/-2
Entrance & Exit Cost:	1”/2”
Vehicle Multiplier:	½

Note: Non-NBC units suffer an automatic 5+ kill roll in Support Phase while inside.
Suggested Visuals: Deep, scorched red or black.

Scorched terrain is immediately hazardous. Any non-NBC unit standing on scorched ground during Upkeep suffers an automatic hit with a 5+ to-kill roll. No pin tokens are generated if this fails.

Overpressure extends 8” from ground zero. Structures and forests of any kind are replaced with Building Ruins and Flattened Forest, respectively (see **APPENDIX D**). All units within the overpressure radius suffer 6 automatic hits minus their cover modifier. These hits are at 6+ to kill.

Within a 24” radius of ground zero, thermal radiation inflicts D6 automatic hits (at 6+ to kill) on exposed infantry. Any cover modifier protects against thermal radiation.

Nuclear weapons are the only regular occasion in gameplay wherein large swathes of the table and its terrain are transformed.

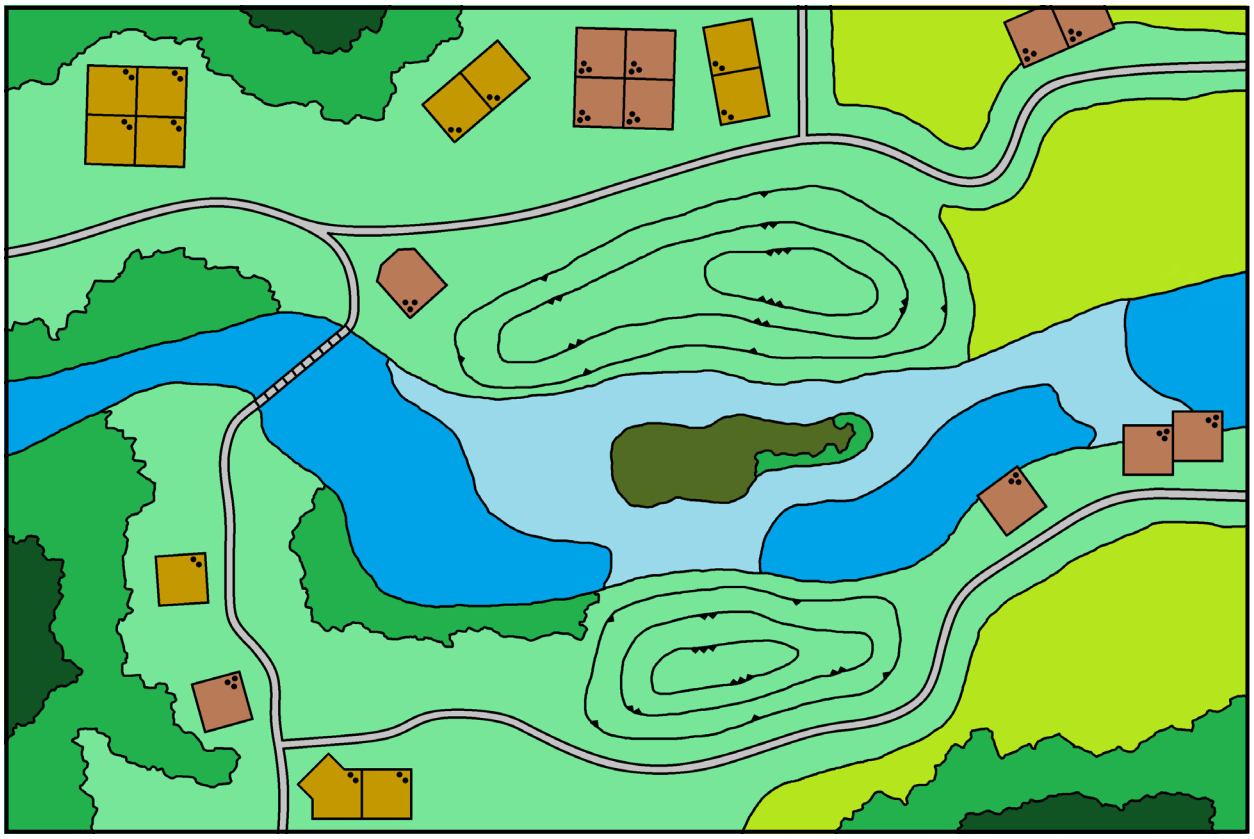
Some on-map units carry smaller yield weapons with the Nuclear special trait. These weapons create a fireball, overpressure, and thermal radiation radius effect as above, but with a radius listed in that weapon’s description on its unit card.

STRATEGIC NUKES

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

APPENDIX J - BEGINNER SCENARIO

CYDOLAND BORDER PATROL - SKIRMISH ON THE HACKENSACK



HACKENSACK RIVER

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

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

FORCES

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

GRAYFOR: 2e Section, 1er Compagnie, 21e Régiment d'Infanterie Légère, "Stumptails". Well-armed infantry dismounts with superior command. Deploys on northern table edge.

MAP & OBJECTIVE

72" x 48" - The banks of the Hackensack River: hills, woods, and three possible crossings: the Hauer Bridge, Rutger's Isle, and shallows near the cornfields to the east.

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

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

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

- Arnold Knapen, Ranker, 1-82 Motor Rifles

PRELUDE

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

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

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

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

Aart Section - Recoilless Rifle
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Recoilless Rifle Team - ***15 pts***

Elmo Section - Ranger Attaches
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Intermarine Rangers - ***15 pts***

Olli Section - Mortar
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Mortar Team - ***10 pts***

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

INTELLIGENCE

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

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

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

COMPOSITION

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

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

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

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

CONSULT J-4 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - 21E INFANTERIE LÉGÈRE, "STUMPTAILS"
2E SECTION, 1ER COMPAGNIE

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

- Teumo Cairbre, Voltigeur, 21e Légère

PRELUDE

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

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

21E LÉGÈRE, "STUMPTAILS"
2E SECTION - 100 PTS, 3 COMMAND

1st Groupe - HQ
Company Chief's Guard - ***0 pts (TACOM)***
Chasseurs - ***10 pts***

2nd Groupe - Recoilless Rifle
Chasseurs - ***10 pts***
Recoilless Rifle Team - ***15 pts***

3rd Groupe - Anti-Armor
Subaltern Team - ***10 pts***
Chasseurs - ***10 pts***
Guided Missile Team - ***20 pts***

4th Groupe - Mortar
Chasseurs - ***10 pts***
Hima Team - ***15 pts***

INTELLIGENCE

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

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

COMPOSITION

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

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

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

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

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

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

CONSULT J-4 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

CYDOLAND BORDER PATROL - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

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

OBJECTIVES

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

SPECIAL MECHANICS

None.

[CLASSIFIED]

APPENDIX K - INTERMEDIATE SCENARIO
"LOOSE CHANGE" WARGAME EXERCISE - BATTLE OF HILL 9

PROVING GROUNDS

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

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

FORCES

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

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

MAP & OBJECTIVE

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

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

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

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

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

- Herc Matthieu, Ranker, 2-490 Armor

PRELUDE

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

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

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

Uther Section - HQ
Type 68C "Appomattox" - ***0 pts (TACOM)***
Type 55C "Razorback-C" - ***30 pts (TACOM)***
Type 55 "Razorback" - ***40 pts***

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

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

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

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

INTELLIGENCE

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

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

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

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

COMPOSITION

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

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

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

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

CONSULT K-4 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

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

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

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

PRELUDE

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

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

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

INTELLIGENCE

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

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

COMPOSITION

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

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

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

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

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

CONSULT K-4 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

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

Uther Section - HQ
Type 68C "Appomattox" - ***0 pts (TACOM)***
Type 52C "Duck-C" - ***15 pts (TACOM)***
Type 52 "Duck" - ***20 pts***

Aart Section - Infantry
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Recoilless Rifle Team - ***15 pts***
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Recoilless Rifle Team - ***15 pts***

Elmo Team - Reconnaissance
HzN-18B "Bison" - ***25 pts***
- [E] Intermarine Rangers - ***15 pts***

Isaac Section - Fire Support
Type 60AT "Runner" - ***25 pts***
Type 60MD "Wave" - ***30 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed
All written tows/infantry mountings are strictly advisory.

"LOOSE CHANGE" - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

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

OBJECTIVES

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

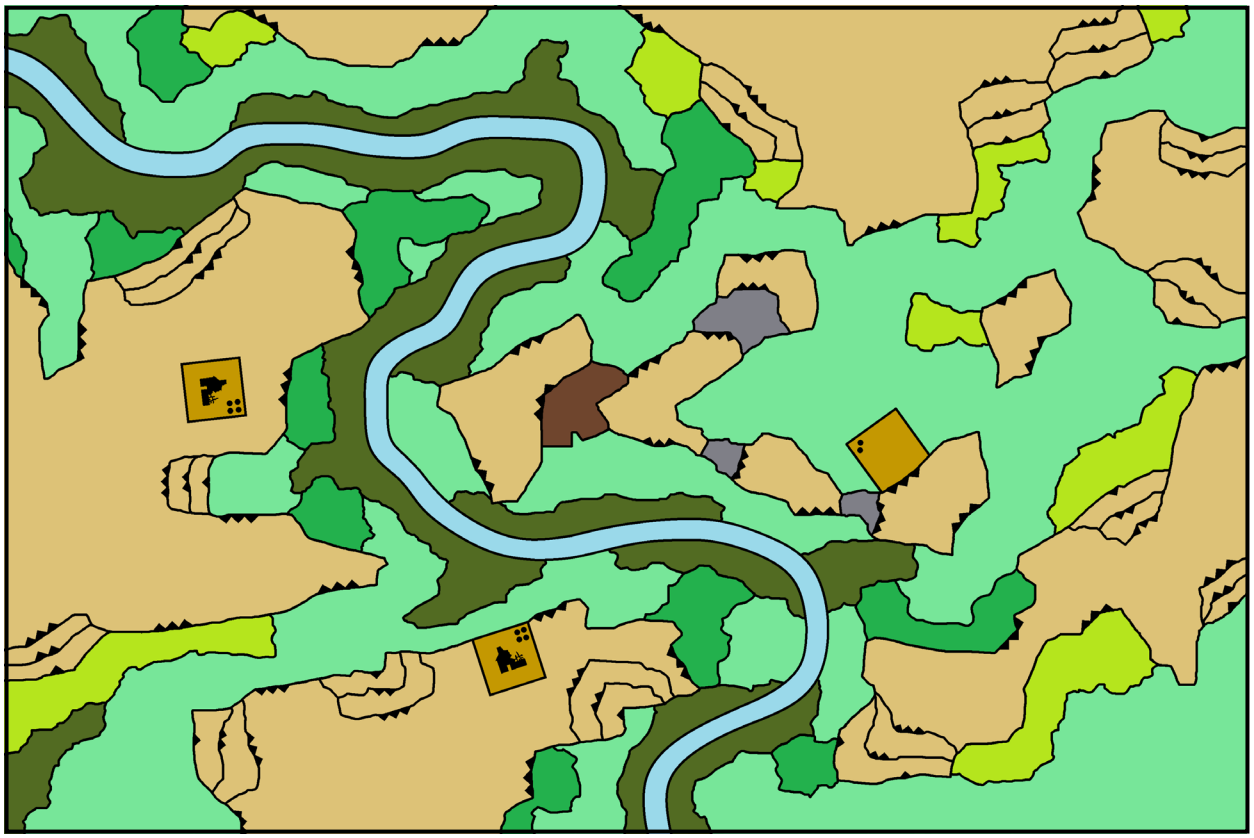
SPECIAL MECHANICS

None.

[CLASSIFIED]

APPENDIX L - ADVANCED SCENARIO

BINOCHE INSURGENCY - AMBUSH ON THE DOWAGER'S CONVOY



AUBANER RIVER

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

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

FORCES

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

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

MAP & OBJECTIVE

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

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

BLUFOR - 21E L'INTERIEUR, "VOULGIERS-Á-PIED"
2E DEMI-SECTION, 5E COMPAGNIE

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

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

- Rawl Corbin, Caporal, 99e l'Interieur

PRELUDE

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

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

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

1er Groupe - Escort
VBD-3 "Motte" - ***20 pts***
- [E] I.S. Escort - ***15 pts (TACOM)***
CdA-36 "Broomcloud" - ***25 pts***
CdA-25 "Saucer" - ***20 pts***

2e Groupe - Infantry
VBD-3 "Motte" - ***20 pts***
- [E] I.S. Escort - ***15 pts (TACOM)***
VBD-1 "Tanner" - ***10 pts*** (x3)
- [E] Internal Security - ***20 pts (TACOM)***

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

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

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

INTELLIGENCE

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

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

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

COMPOSITION

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

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

Your veteran commanders in their hardy "Motte" armored personnel carriers provide many surplus command tokens. You can afford to independently move most units.

Keep your convoy in cover under the shadow of the canyons to minimize losses.

CONSULT L-4 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR HANDOUT - ALOYSIUS'S HOUSE GUARD

I saw victory in the entrails of our fowl. Is that not enough? Know ye the price of inaction?

- Red Curteis, Haruspex, Clan Darrigrand

PRELUDE

Chief Aloysius's said nothing when the army cut his elms for telephone poles, and when the Internal Security built a prison on his mountain, he said nothing still. The Darrigrands were promised nothing, and they gave nothing in return. Aloysius did not think of the Regent. He thought only of Clan Binoche and the horror his grudge would wreak upon them.

While Clan Binoche fought the 99e Interieur, Aloysius planned. He pawned guns and stole tanks. From bandits he called favors, and to mercenaries, he gave them. Then, one smoldering hot night, Chief Aloysius had a dream. He was lapping the dowager's blood from the bank of a swelling river.

The time had come, and Aloysius followed his omen. By morning, every hired gun outside of Plinth Mons was riding to join him at the head of the Aubaner River.

INTELLIGENCE

Chief Aloysius has chosen to engage without reconnaissance. Being an Internal Security detail, the convoy will probably be mostly "Motte" infantry fighting vehicles, Internal Security shock troops, and tanks.

COMPOSITION

The Clan Darrigrand warband is replete with light infantry and Kennel technicals: frail, but many. The only hope the clan has of defeating GRAYFOR's armored fighting vehicles is in a few looted anti-tank guns: the "Lugus" recoilless rifle carrier, the "Saucer" tank destroyer, and the DAG-16 "Cherry" howitzer.

Clan Darrigrand's starting disposition is extremely scattered. You must choose where you will concentrate your force wisely.

Chief Aloysius does not let his mystic advisors fight outside of his own retinue. Some of the Youths must be held back to benefit from the Waykeepers' guidance.

The "Longdrink" pirates and their "Hima" mortar are a sure way to stop the convoy in its tracks, but they are the furthest units out of position.

The hired bush pilots and flat-face sell-motor Otiis Bacuundijk are a good way to destroy personnel carriers at range as long as GRAYFOR has no air defense.

CONSULT L-4 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

CLAN DARRIGRAND & MERCENARIES
HOUSE GUARD - 300 PTS, 9 COMMAND

Chief Aloysius & Trophy Army - Anti-Tank
CdS-1 "Kennel" - ***10 pts***
- [E] Coy. Chief's Guard - ***0 pts (TACOM)***
CdS-1 "Kennel" - ***10 pts***
- [T] DAG-16 "Cherry" - ***25 pts***
CdS-1 "Kennel" - ***10 pts***
- [E] Waykeepers - ***15 pts***
VBD Special "Lugus" - ***25 pts***
CdA-25 "Saucer" - ***20 pts***

Clan Darrigrand Youths - Guerillas
Company Chief's Guard - ***0 pts (TACOM)***
Territorials - ***5 pts*** (x4)
Machine Gun Team - ***10 pts***
Recoilless Rifle Team - ***15 pts***
Bounders - ***20 pts***

"Longdrink" River Pirates - Infantry
VdIM-K "Karve" - ***10 pts***
- [E] Coy. Chief's Guard - ***0 pts (TACOM)***
- [E] Machine Gun Team - ***10 pts***
- [E] Hima Team - ***15 pts***
- [E] Recoilless Rifle Team - ***15 pts***
- [D] Territorials - ***5 pts***

Otiis Bacuundijk - Mercenary
HzN-18B "Bison" - ***25 pts***
- [E] Bounders - ***20 pts***

Hired Bush Pilots - Planes
R-2 "Chien de Chasse" - ***10 pts*** (x2)

BINOCHE INSURGENCY - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

First, the Clan Darrigrand Youths may choose to *Infiltrate* the map anywhere within 16" of the southwestern corner. Any units which do not *Infiltrate* now may deploy later.

Second, BLUFOR's entire force deploys within 6" of the river on the southern edge and moves according to standard deployment rules.

Third, Chief Aloysius and his Trophy Army deploy from any part of the northern or eastern table edge that is within 20" of the northeastern corner. Youths which did not *Infiltrate* before may now deploy either on foot or embarked or desanting on any vehicle they wish. All units in this step may move according to standard deployment rules.

Fourth, Otiis Bacuundijk and his crew deploy anywhere on the northern edge and move according to standard deployment rules.

Fifth, the "Longdrink" River Pirates deploy embarked and desanting on their Karve from the river on the western table edge without moving.

Lastly, the Prisoner Barge deploys on the river at the southern table edge without moving.

OBJECTIVES

BLUFOR must ensure that the Prisoner Barge exits the map from the western table edge. GRAYFOR must capture the Barge by having an infantry unit in basal contact with it during the Objective Phase while there is no BLUFOR unit to contest the capture within 6". Otherwise, eliminate all enemy TACOMs.

SPECIAL MECHANICS

The Prisoner Barge is a small dry bulk barge which has been converted into a compartmentalized prisoner transport. It is unarmed and, in this instance, uncrewed except for a helmsman and a single compliance officer watching the dowager.

The Barge has been ordered to push through the Darrigrand ambush and will proceed down the river no matter what.

BOA33 "NAIL" - *0 pts*

PRISONER BARGE

Vec*, H2, S0", M8", Q1, T*

Watercraft, NBC

**Cannot be targeted or carry desanting units.*

Though nominally controlled by BLUFOR, the Barge unit functions as a neutral vehicle which acts independently of any player's orders. It offers no advantage to BLUFOR, as it is unable to spot targets for BLUFOR's fire. The Barge is completely untargetable by GRAYFOR. If the Barge ends up inside of an attack's *Radius*, it does not get hit.

GRAYFOR can win by capturing the Barge. To capture the Barge, GRAYFOR must have an infantry unit in basal contact with the Barge with no BLUFOR units to contest the capture within 6".

During the Objective Phase, the Barge obligatorily moves 8" down the river toward the western table edge.

If the Objective Phase ends with the Barge in full basal contact with the western table edge and GRAYFOR is not capturing it, BLUFOR wins.

If the Objective Phase ends with GRAYFOR capturing the Barge anywhere on the map and BLUFOR is not contesting it, GRAYFOR wins.

The Barge cannot move if it is in basal contact with an enemy unit, but it may move through friendlies to reach its destinaton. If the Barge runs into an enemy unit during its Objective Phase movement, its move action immediately ends. It cannot move again until the enemy unit in front of it has been removed.

APPENDIX M - GLOSSARY

This appendix section lists some technical terms relevant to the troops and tactics in Firelock 198X. Consult it if you come across a piece of military terminology you're not familiar with.

AA / ADS

Anti-air, or air defense system. This is something—a rapid-fire big gun, guided missile, or some other device—meant to swat annoying helicopters and aircraft away from infantry and vehicles operating on the ground. The hemisphere of air that ADS can reach out and touch something in is sometimes called its "dome". It's best if friendly ground troops are operating under said dome.

ATGM

An anti-tank guided missile, capable of steering itself mid-flight in response to commands from a gunner. ATGMs usually employ shaped charges, giving them great armor-piercing ability despite their low speed compared to a cannon round. Their ranges are typically very long, on the order of a few kilometers. Because they are generally cheap, powerful, and man-portable, they are the staple anti-tank weapon of modern militaries.

ATGMs are not without some critical vulnerabilities. They're slow enough in flight that the target might retaliate by firing back at the gunner or otherwise protecting themselves. Many ATGMs have a "dead zone" at close range, where they're of no use. Older-style shoulder-fired rocket launchers and recoilless rifles are more useful at that range.

APC

An armored personnel carrier. This is a vehicle (usually tracked or wheeled) that is tough enough to resist fire from rifles and other light weapons; some are tougher still. Their primary purpose is to carry foot soldiers into battle, protected from gunfire and moving much faster than they can march.

APCs are usually armed, even if only with a machine gun of some kind. Because their armor and weapons are light compared to most vehicles, they aren't usually expected to participate in the heaviest fighting themselves. One could think of them as "battle taxis", meant to drop off their troops and then stay out of harm's way.

Artillery / Howitzers

Big guns never tire. Artillery refers to heavy weapons (cannons, rocket batteries, etc.) meant to fire "over the horizon" at targets some dozens of kilometers away. Artillery support is always useful in both the defense and the attack—whether by softening the enemy with bombardments or by screening sight-lines with smoke shells.

Usually, because they don't expect to fight close up, artillery units are very fragile and best protected by other ground troops. They're prime targets for enemy commando raids themselves.

A howitzer is just a type of cannon that can also lob shells on a high arc; it's not limited to direct-fire on a flat trajectory.

Assault Rifle

A rapid-fire, middle-weight, standard issue infantry rifle. Assault rifles use "intermediate" rounds: longer than those for pistols, but less so than "full-length" ammo. This makes for better range and punch than pistols and submachine guns, but also low enough recoil to still be controllable in full auto fire.

Autocannon / Revolver Cannon / Rotary

Autocannons are essentially giant machine guns that fire small shells, both explosive and armor-piercing. Their range and rate of fire make them great general-purpose guns.

More than one method exists to increase an autocannon's rate of fire.

Revolver cannons integrate a rotating cylinder into their loading mechanism; their low profile makes them popular for fixed-wing aircraft.

Rotary cannons feature multiple rotating barrels, distributing heat and permitting an even higher rate of fire. Their extremely high rate of fire means they tend to rapidly chew through their ammo stocks. Downsized rotary cannons that fire rifle bullets are called "miniguns", frequently appearing on helicopter gunships.

APS

An active protection system for a vehicle. There exist different types of varying subtlety—systems to confuse guided missiles' tracking, or even radar-activated explosive charges to destroy incoming projectiles—but they all generally go out of their way to proactively stop incoming fire rather than passively resisting it like armor.

Battle Rifle

The bigger, chunkier, and older brother to the assault rifle. Battle rifles hit harder: their "full-length" rounds are larger and have longer cases, i.e. more propellant, i.e. they go faster. That also gives them higher recoil, and makes them uncontrollable in full auto.

Battle rifles are the traditional weapon of the infantry, who appreciate the punch they pack. Because most infantry fighting happens at relatively short range, though, assault rifles are preferred by more advanced factions.

Caliber

Caliber is the diameter of a round or shell. The bigger the caliber of the projectile, the more raw mass or explosive filler you can pack into it. Caliber is typically described in inches or millimeters. Some older weapons might be classified in different ways, such as the weight of the shell fired.

Cartridge / Round / Shell

Guns of all sizes don't tend to fire the whole "bullet". A cartridge, or round, is composed of the fired projectile (the actual bullet) attached to a case (a hollow tube full of propellant, a chemical primer, etc. responsible for actually firing said bullet). Usually, this combined unit is what's referred to when discussing ammunition.

A shell is just a hollow round (hence the name) full of explosives.

Combined Arms

In a game of rock-paper-scissors, each choice defeats another and is in turn defeated by the remaining choice. Many such cases exist in warfare. For example, while an ATGM team can destroy a tank, it can be easily overrun by an infantry squad. In turn, exposed infantry on open ground are liable to be wiped out by tanks.

They are strongest when they work together, covering one another's weaknesses so that only their strengths matter. This is called combined arms fighting. Any good army should have a varied mixture of troop types to that end.

Desant

Infantry are said to be "desanting" when they hitch rides on the exterior of military vehicles such as tanks. While faster than moving on foot, they are exposed to incoming fire while doing so. To avoid injuring desanting infantry, their vehicle can't fire its weapons until the infantry have disembarked.

Echelon

By dividing an assault force into waves- or echelons- a commander can sustain an attack for longer, react to new developments, and even maintain the assault's tempo if a breakthrough is achieved. The first echelons can press on, while the second and further echelons mop up the enemy remainder.

IFV

An infantry fighting vehicle. This is the bigger, badder brother to an APC. It does the same thing (carry soldiers into battle) but it's usually a little tougher and much, much better-armed. Most sport turrets, with weapons such as autocannons and ATGMs that make them a serious headache for enemy helicopters or tanks. Because of that, they're expected to stay in the fight and support their disembarked infantry with their heavy firepower.

Even if an IFV looks like a tank (and, with the right preparation, can beat one) it's not. The armor is much too thin to stand up to heavy firepower. Because more space is taken up by their heavier weapons, too, they usually carry less troops than an equivalent APC.

Incendiary

Nasty compounds that stick to the target and burn whether doused or not. You'd best not be captured with incendiaries on hand. Incendiary weapons are highly effective against troops in cover.

Infantry

Infantry are foot soldiers: the bulk of any army, responsible for a good deal of the killing and most of the dying. Infantry are slow, short-ranged, and fragile, but are cheap and can make better use of cover and concealment than vehicles. They are also able to easily cross difficult terrain.

These qualities make infantry very potent when defending areas with good cover. Infantry that can get close to the enemy can do disproportionate damage for their cost.

Machine Gun (MG)

Technically, any automatic firearm is a machine gun; but militaries use the term to specifically refer to the big kind that's a pig to carry and which is specialized for laying down heavy fire. Machine guns ("MGs") deliver much more firepower than rifles; in infantry firefights they are the real "teeth" of a squad.

Machine guns come in all shapes and sizes. In particular, heavy machine guns ("HMGs") fire big (.50 caliber and above) rounds that can punch through light armor, fly a very long distance, and turn infantrymen into red mists. Automatic rifles are smaller and more portable, akin to overgrown battle rifles (with which they often share significant parts commonality).

Main Battle Tank (MBT)

The heaviest and deadliest ground units available to most armies are main battle tanks ("MBTs"). An MBT combines heavy armor with high speed and powerful weapons, making it ideal for dominating open ground. It can dish out and take punishment in equal measure; however, on the modern battlefield, an MBT is not invincible. In particular, they are vulnerable to air attack and ATGMs, although combined-arms tactics and careful positioning can negate both.

Maneuver Warfare

Classical industrial war—trenches, big bombardments, attacks at dawn—is about attrition; wearing down the enemy head-on. Maneuver warfare is the art of striking where the enemy is weak and avoiding him where he is strong. The ubiquity of fast, tough vehicles in modern war permits almost all "maneuver forces" (tanks, APCs and IFVs, and various other light vehicles) to rapidly engage the enemy on their own terms, or disengage when it looks bad.

MANPADS

A man-portable air defense system (MANPADS) is the smallest form of ADS: fired from the shoulder, usually with a radar or infrared-guided missile. Like its anti-tank equivalent, the ATGM, a MANPADS system can deny large swathes of the battlefield to the enemy's hardest-hitting assets.

Mortar

A mortar is a special kind of light artillery piece; a tube attached to a baseplate. It lobs bombs on a very high arc at relatively low speed. Mortars of various kinds are the staple light artillery weapon for most armies, since they're simple, cheap, and capable of relatively rapid fire. Unlike a cannon, a mortar can't be used for direct fire.

Motorization / Mechanization

Infantry aren't very fast compared to vehicles, especially when there's usable roads. A motorized infantry force rides trucks or other light, unarmored vehicles into battle: it's the cheapest way to get them somewhere faster. A mechanized infantry force rides APCs or IFVs, which offer (some) armor and fire support as well as speed.

Pinning / Suppression

When lots of bullets are buzzing close overhead, you tend to keep your head down: you're pinned (or suppressed, but Firelock 198X uses the former term). The most basic military tactic is to pin the enemy (so that he can't shoot back, or move around) and then encircle & destroy him.

Machine guns and explosive artillery shells are the go-to pinning tools, since they put a lot of lead or shell fragments into the air. Even missed shots still destroy the enemy's ability to fight.

Recoilless Rifle

A recoilless rifle ("RR") is a special type of cannon with an open rear end and cartridges sporting perforated cases. When it's fired, some propellant gas is blasted out of the back, counteracting the recoil. This means that the recoil-compensating mechanisms of a normal cannon aren't necessary.

RRs often appear on tripods or mounted to light vehicles where they can hit hard while still fitting. They're a little less powerful than normal cannons.

Maneuver Warfare

A rocket-propelled grenade launcher or "bazooka". This fires a rocket (tipped with a shaped charge) capable of destroying a tank in the right circumstances. Its range usually isn't any farther than that of a rifle, so it's a close-quarters weapon when compared to an ATGM. Most regular ("line") infantry squads carry an RPG of some kind.

Sabot

A sabot round is a hard, dart-shaped armor penetrator (sometimes stabilized with external fins). Because its caliber is much lower than the cannon barrel that it's shot from, a multi-part piece (the "sabot") holds it in place, splitting after it leaves the barrel.

Sabot rounds fly extremely fast and pack a punch. They're the go-to anti-tank ammo for most MBTs, offering the best performance against heavy armor as well as the best overall accuracy. Some older tanks might carry full-caliber AP (armor-piercing) rounds that do the same job but worse.

Shaped Charge / HEAT

A special type of explosive warhead featuring a conical, hollow cavity inside lined with a metal such as copper. When a shaped charge is detonated, the converging blast waves shape that metal liner into a molten spear, punching through thick armor.

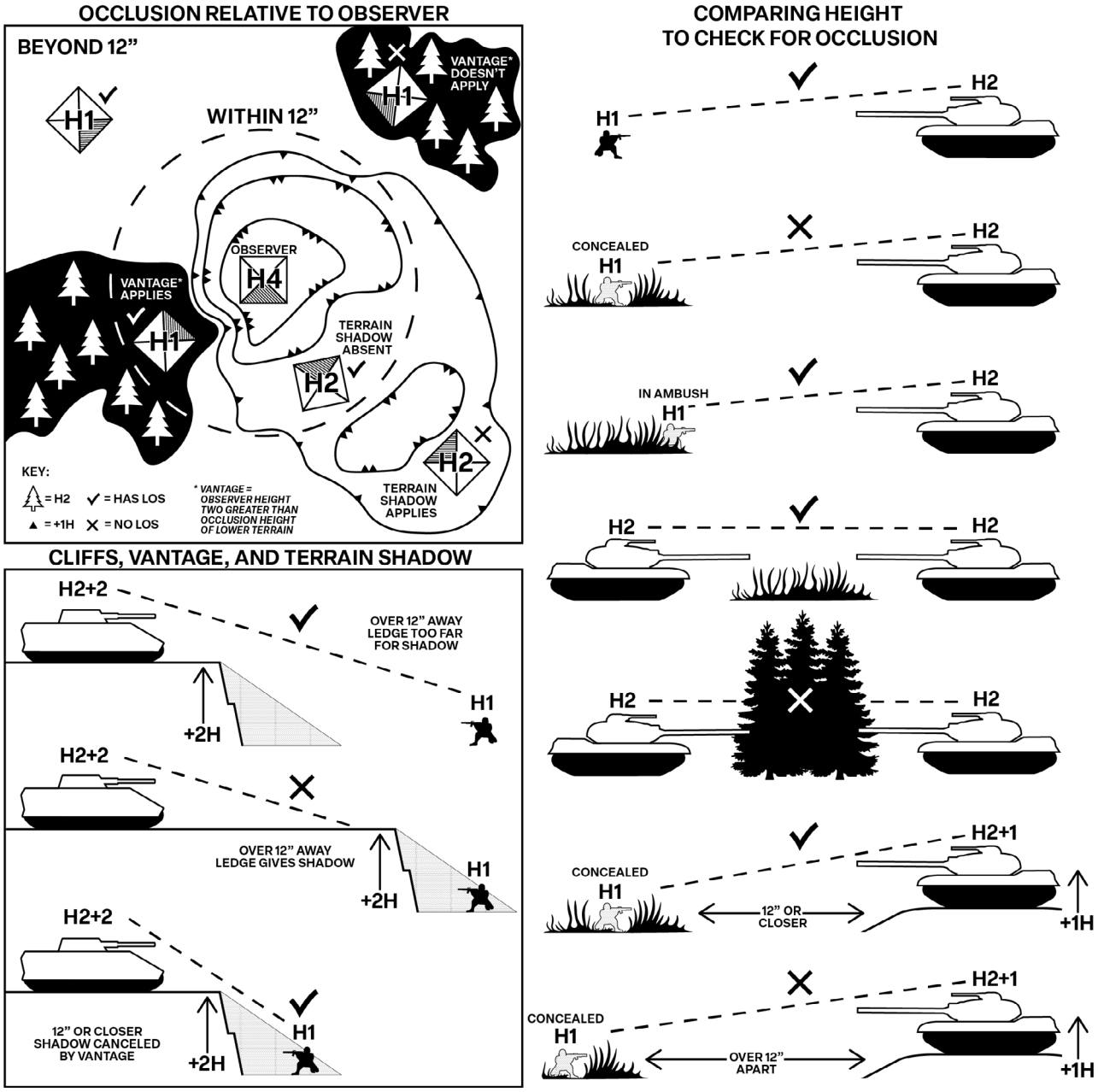
Shaped charges are useful because their armor-penetrating power is extreme, but also independent of the shell's velocity before impact. In anti-tank ammunition, it's often labeled "HEAT" (high explosive anti-tank).

Submachine Gun (SMG)

A submachine gun is an automatic infantry weapon firing pistol rounds. While generally light and handy, they're let down by their weak ammunition. Most now in use are either used by special forces desiring portable, easily silenced weapons, or by reserve troops who can't get anything better.

APPENDIX N - LINE-OF-SIGHT VISUAL RECAP

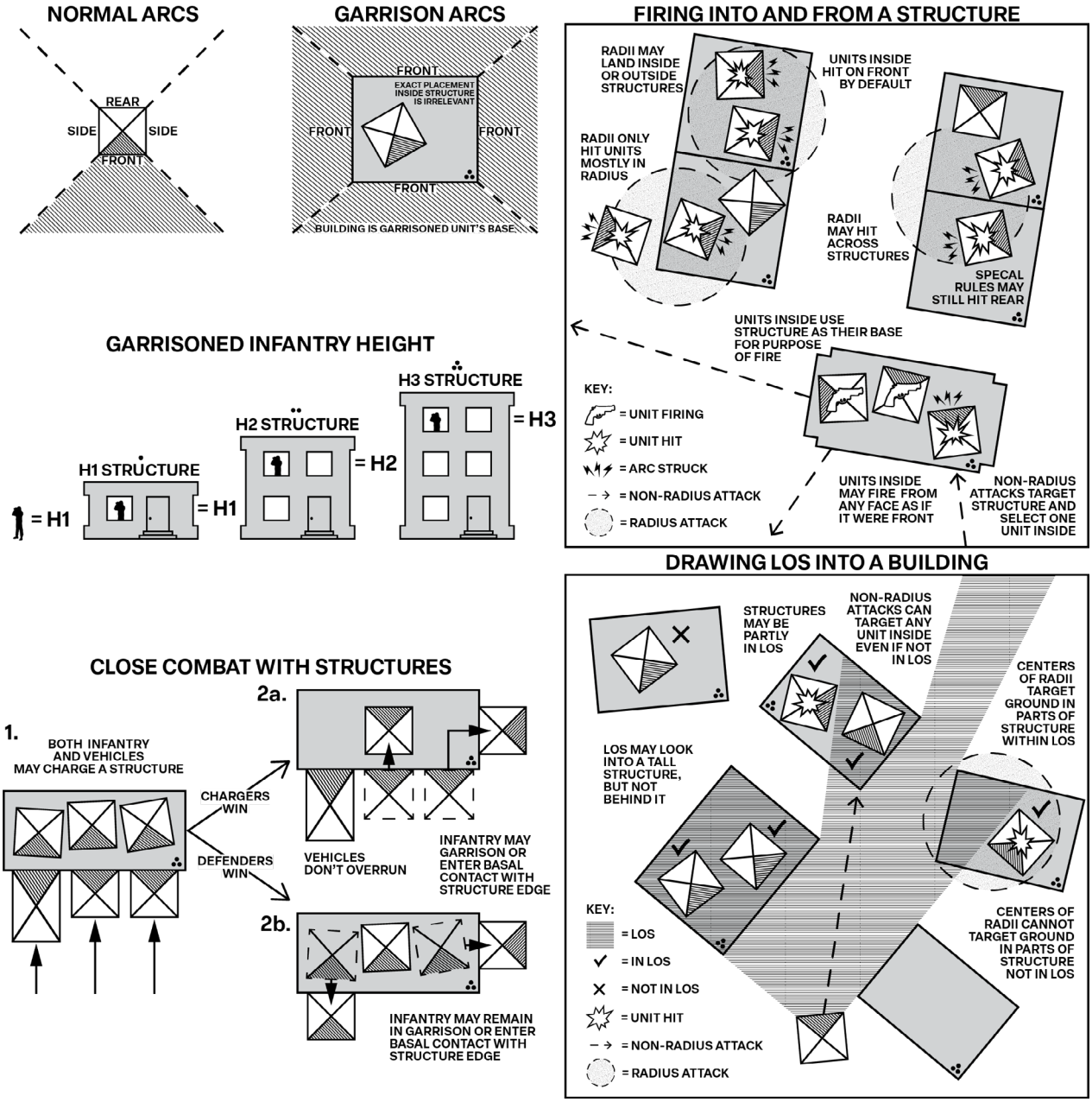
This image uses the applied rules of height, vantage, and shadow to create a visual recap of information about LOS from Chapter 5. It may be used as a learning tool before your first game or as a quick reference during play for determining whether units have LOS to one another.



This chart only pertains to LOS, *not spotting!* Remember, it is possible to see something without spotting it. Always check the observer’s Spotting Distance and factor vantage, concealment, and ambush before identifying and spotting a given target.

APPENDIX O - GARRISON VISUAL RECAP

This image uses the applied rules of garrisoning to create a visual recap of information about buildings from Chapter 5. It may be used as a learning tool before your first game or as a quick reference during play for determining how LOS and movement are affected by buildings.



Remember to always consult special rules. *Rear Attack* and *Heavy/Light Indirect* are the only two ways that garrisoned units are not hit in the front.

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