RAPID DEPLOYMENT

V1.1

Introductory Company Level Rules for The Cold War

INTRODUCTION

Sabresquadron – Rapid Deployment V1.1

Introductory Rules for Company-Level Miniatures Games for the Cold War

Welcome to Rapid Deployment V1.1, the revised Sabresquadron introductory rules. The initial version of these were released in July 2014 and attracted favourable reactions along with some intelligent feedback. This was encouraging enough to spur on development of the full version that expanded to include the missing elements of modern warfare, along with improvements to the basic mechanics.

This final version was released for sale in September 2015. With repeated request for Rapid Deployment we decided to incorporate many of the system improvements from the full rules into the basic version, resulting in this V1.1.

These rules offer a balance between the vital – and often opposing – elements of technical detail and playability by focussing on five key factors:

Speed   Speed of manoeuvre, communications and decision-making mean the rules should not slow the game down

Firepower   If you can see it you can kill it, but it can probably kill you too.

Technology   Minor advantages can be significant, but one shouldn't get bogged down with too many details.

People   Training and leadership are vital if any weapons are to be used effectively.

Position   Defenders will fire first, but a static defence can be located, out-manoeuvred and destroyed.

If you enjoy the basic game and would like to add more up to date weapons, not to mention air support, helicopters, drones, different artillery types and munitions, plus game set-ups and more comprehensive terrain rules, the full version is available in both hard copy and PDF formats from the website. The full version is supported by army supplements, free to download datasheets and a player forum.

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1. THE BASICS

1.1 Game Requirements

To play you will need:

➤ Opposing forces;
➤ A table to play on;
➤ Several 10-sided dice (D10), it may be helpful if they are of at least 2 different colours;
➤ A measuring tape or expanding steel rule;
➤ A set of markers (explained below in *1.1.4 Markers*);
➤ 2 sheets of A4 (21cm x 29.7cm) paper, card or acetate size, i.e. the size of this page, or similar such as 'Letter' (21.6cm x 27.9cm) by agreement;
➤ A scatter die (if using artillery).

1.1.1 Forces

Each 'Force' consists of a company – a Sabresquadron. This may have support units added or sub-units omitted to make it either over-strength or under-strength depending on its mission. A 'Unit' is a platoon or independent section. The force will have a commander who may form a unit with any accompanying elements.

1.1.2 Scales

Each model on the table represents one of its real life equivalents. A vehicle or base of figures is referred to as an 'element'. These rules work with most model scales, although scales of 20mm and larger should use the Large Scale distances; these allow for the longer element depths and so mainly affect movement. There is no set base size for infantry groups as base size has little effect on the game; for 15mm scale infantry groups we have used 3cm squares and the popular 50mm by 32mm has been found to work perfectly well. Vehicles may be based on appropriately-sized stands. All measurements are made from the base, or the hull of a vehicle if it is not based, never to or from the gun barrel or any protruding equipment.

The ground scale is not set in stone and is considered variable. This is due to measurements never being precise and because we are aiming to represent the main factors of modern warfare in a flexible manner. For those looking to scale actual battlefields a ground scale whereby 1" on the table represents 20 yards (3cm = 20 metres) is recommended.

Each complete turn represents a minute or two of action.

1.1.3 The Table

A table measuring around 6' by 4' (180cm by 120cm) is an excellent size for playing Rapid Deployment. A larger table allows for greater manoeuvring, while a smaller table can be used for smaller scale models or if terrain is dense.

1.1.4 Markers

The following markers are useful:

Type	When	Explanation
Suppressed	Every game	Denotes elements that are suppressed
Neutralised	Every game	Denotes elements that are neutralised
Uncertain, Halt, Withdraw	Every game	Denotes morale state if a morale test has been failed
Dodge!	If using ATGMs	Shows a vehicle has taken action to avoid being hit by an ATGM
Smoke	If using smoke	Marks the extent of smokescreens
Aim	If using artillery	Marks the Aim Point for artillery barrages. Each AOO can have one Aim marker.
Fire Zone	If using artillery	Marks the extent of an artillery fire zone

1.2 Troop Definitions

1.2.1 Training

There are 3 levels of training:

Level	Definition	Score on 1D10 to Pass Training Test
Expert	The highest level. Well trained troops with superior weapons skills and tactical ability.	3
Trained	Troops competent with their equipment and its tactical use.	5
Raw	Troops with training that is deficient in equipment use and/or tactics.	7

1.2.2 Morale

There are 4 levels of morale:

Level	Definition	Basic Score to Pass Morale Test or Motivation Test on 1D10
Excellent	The top level. Troops with the highest esprit de corps or fanaticism	3
Superior	Troops very confident in their own abilities	4
Average	Troops with a reasonable level of confidence and fighting spirit	5
Poor	Troops lacking in enthusiasm, possibly as a result of being pressed into service	6

1.2.3 Infantry Groups

An Infantry Group is a Rifle Group, a Weapons Group or a Heavy Weapons Group.

A Rifle Group is 3-5 soldiers armed with Assault Rifles (AR), Bolt-Action Rifles (BAR) or Sub-Machine Guns (SMG). The group may carry additional weapons such as a Squad Automatic Weapon (SAW), Grenade Launchers (GL), Heavy and/or Light Infantry Anti-Tank Weapons or Rocket Propelled Grenades (RPG) or a Light Mortar.
More than one weapon may be fired by a rifle group in a turn, but only one target – an infantry unit or a vehicle – may be fired at.

A Weapons Group is 2 or more soldiers with a Light Machine Gun (LMG), Heavy Machine Gun (HMG), Sustained Fire Machine Gun (SFMG), Anti-Tank Guided Missile (ATGM), Automatic Grenade Launcher (AGL), Medium Mortar, Recoilless Rifle (RCL) or controlling an Unmanned Aerial Vehicle (UAV).

A Heavy Weapons Group consists of several soldiers operating a piece of equipment that is difficult to move such as a towed gun, or heavy Recoilless Rifle (RCL).

Weapons Groups and Heavy Weapons Groups have the same personal weapons as Rifle Groups in their army which they can use when necessary.

Example organisation:
1980s West German Panzergrenadier platoon:
3 rifle groups with AR & SAW
3 rifle groups with AR & Heavy RPG,
Dismounting the Milans from the Marders changes the organisation to:
3 rifle groups with AR, SAW & Heavy RPG
3 weapons groups with Milan

1.2.3.1 Other Infantry Elements
An AOO (Artillery Observation Officer) is a specialist whose role is to observe for artillery so may not fire. An AOO may be a member of a unit or be independent; if the latter it may be attached to a unit before the game.

1.3 Commanders

Each force will have a commander represented by an element. Some forces will also have a second-in-command who will replace the commander should he be killed.

1.4 The Pass Mark is 5 out of 10!

In Sabresquadron success is achieved by rolling 5 or higher on 1D10. Dice are modified according to troop quality and tactical factors and it is the modified score that counts. In all cases an unmodified roll of 1 is always a fail (e.g. a shot misses or an element is destroyed) and an unmodified roll of 10 is always a pass (e.g. a hit).

2. THE TECHNOLOGY

In this part we examine the technology of modern war and its place in the rules. By explaining the terms used here we have been able to keep the main body of the rules shorter and provide a single place for reference. Some of the terms are in standard use while others are specific to these rules.

2.1 Armour

Vehicles may be Armoured Fighting Vehicles (AFVs) or Soft Vehicles. AFVs usually have the thickest armour on the front, thinner on the sides and the thinnest on the rear and top. Some AFVs are open-topped or have exposed weaponry. Armour is rated in its ability to meet 2 types of attack:

Kinetic Energy rounds punch through armour at high speed. Every AFV has a Protection Value against Kinetic Energy rounds (KE) expressed as a number.

Chemical Energy rounds use high explosive to either penetrate armour or send shock waves through it to wreck the inside of the AFV. Most RPGs and ATGMs have a CE warhead. Every AFV has a Protection Value against Chemical Energy rounds (CE) expressed as a number in brackets/parentheses. The KE and CE Protection Values may be identical e.g. a T55 has a frontal Protection Value of 6 (6), but the CE will be higher where an AFV has armour specifically to guard against CE round, e.g. an M1A1 has a frontal Protection Value of 9 (15).

2.2 Armour Penetration

We call the ability to penetrate armour 'Firepower' and, as mentioned above, it takes 2 forms – KE and CE. All Firepowers are expressed as either a KE (a number) or CE (a number in brackets/parentheses). When ascertaining whether armour has been penetrated a KE Firepower must be compared with a KE Protection Value and CE Firepower with CE Protection Value.

2.3 Anti-Tank Guided Missiles (ATGM)

ATGMs have revolutionised warfare since their introduction, enabling light AFVs, soft vehicles, helicopters and infantry to destroy main battle tanks at long distances. ATGMs have a minimum range and are less accurate at close range. Also targets may take action to avoid being hit – we call this 'Dodging'.

2.4 Fire Control

There are 2 types of Fire Control for guns:
Early – Fire control not involving a laser range finder.
Late – Laser range finders and digital systems.

2.5 Stabilisation

Stabilisation enables a weapon to fire more effectively on the move which is reflected in these rules. The Stabilisation for a vehicle refers to the main armament and coaxial mount. There are 2 levels of Stabilisation:

None – the weapon is unstabilised. This includes the limited stabilisation on some tanks such as the T55 and M60A1.

Stabilised – the weapon has gyroscopic stabilisation effective in at least 2 planes such as on the Leopard 2.

2.6 Special Weapon Characteristics

High Rate of Fire (HRF) – some weapons can issue a particularly heavy volume of fire usually due to having several barrels. These can be in a multiple mount like the ZSU23-4 Shilka or a gatling gun like the M163 Vulcan. Weapons with a HRF can score additional hits when firing, e.g. a Gepard has an HRF of 1 so may score an additional hit if the initial shot is on target.

Rocket Propelled Grenades (RPGs) - this term covers all shoulder-launched infantry anti-tank weapons. Each type has its own Firepower factor and maximum range, but they are divided into 2 classes:

> **Heavy** – most reloadable weapons such as the Carl Gustav, RPG-16, Panzefaust44 and Apilas.

> **Light** – disposable weapons such as the M72 and RPG18, and early reloadable weapons such as the Bazooka or RPG2.

2.7 Vehicle Machine Guns

Machine guns (MG) and heavy machine guns (HMG) are classified according to their type of mounting:

Coaxial (cMG / cHMG) – sharing a mount with the main gun on an armoured vehicle and fired from under-armour so is not affected by the AFV being Suppressed unless it is a turreted weapon firing at a target out of the vehicle's front arc.

Turret – mounted at the front of the turret and usually the main weapon of a light AFV such as a BRDM2.

Cupola (cpMG / cpHMG) – mounted in a cupola on top of the vehicle and fired from under-armour so is not affected by the AFV being Suppressed.

Pivot (pvMG / pvHMG) – mounted on a pivot on top of the vehicle exposing the operator to enemy fire so the weapon is affected by the vehicle being Suppressed.

Passenger (psMG / psHMG) – mounted on a pivot on top of the vehicle exposing the operator to enemy fire so the weapon is affected by the vehicle being Suppressed. It is operated by an infantry group so cannot be fired if all of the infantry dismount.

2.8 Types of Artillery

There are 3 levels of support for artillery:

Company – these are mortars that are normally part of the on-table company but are deployed off-table.

Battalion – these are off-table weapons that are part of the battalion to which the company belongs. They will be supporting the whole battalion making the arrival of fire less certain than for company mortars.

Brigade or Higher –these are off-table weapons that are held at brigade, division or even corps level. These are the most powerful weapons available but the needs of the on-table company may not be the highest priority for higher level commanders.

3. THE TURN SEQUENCE

Each turn is split into 2 bounds. In each bound, one player is 'Active' and the other is 'Responding'. Whether a player is Active in the first or second bound of each and every turn is decided at the start of the game and is based on the game set. Each bound is split into 4 phases.

3.1 The Phases

Phase 1	The Active player carries out actions by unit. The Responding player attempts to dodge ATGMs and Ward Off attack helicopters operating off-table.
Phase 2	The Responding player requests and carries out artillery barrages on existing Aim Markers or places new artillery Aim Markers.
Phase 3	The Active player rolls to remove 'Suppressed' markers and to replace 'Neutralised' markers with 'Suppressed' markers.
Phase 4	Both players take morale tests and check that neither force has been broken. The Responding player may attempt to recover morale where it has dropped below 'Good'.

3.2 The Phases in Detail

3.2.1 Phase 1
The Active player carries out actions by unit. The Responding player attempts to dodge ATGMs and Ward Off attack helicopters operating off-table.

Explanation – this is when the Active player moves and fights with his force. The Active player carries out actions for each platoon or independent section. The actions for one unit are completed before carrying out any for another, although Close Quarter Battle combats may be delayed if more than one friendly unit is to be involved. The part of the phase in which a unit carries out its actions is known as the unit's Impulse. Any firing by the Active player's elements in Phase 1 is counted when moving and/or firing those elements in Phase 2. The Responding player rolls dice to ascertain the effect of the Active player's shooting.

3.2.1.1 Action Options
The following Action Options are available to ground elements:

Action Option Number	Actions Allowed
1	Fire weapon(s) then move with normal Movement Allowance
2	Move at Transit Speed (with 50% extra Movement Allowance)
3	Move with up to half normal Movement Allowance (round up) then fire stabilised gun, or move up to 1" (3cm) – 2" (5cm) if using Large Scale - then fire un-stabilised gun(s)
4	Fire without moving in the turn
5	Move with normal Movement Allowance without firing

There is no requirement for an element to actually move or fire in order to carry out any Action Option.

The members of a unit may use different options except:
> Transit speed must be used by all members of a unit.
> A vehicle and any elements it carries as passengers at the start of the turn must use the same option.

3.2.2 Phase 2
The Responding player requests and carries out artillery barrages on existing Aim Markers. The Responding player places new artillery Aim Markers.
Explanation – this is when the Responding player gets the chance to drop some shells on the opposition. Aim markers for artillery are placed in one turn for firing that takes place in a later turn.

3.2.3 Phase 3
The Active player rolls to remove 'Suppressed' markers and to replace 'Neutralised' markers with 'Suppressed' markers.
Explanation - This simulates the Active player's officers and NCOs asserting their influence over their troops.
The Active player must take a Motivation Test to attempt to recover any friendly element that is Suppressed or Neutralised and is not in an artillery fire zone:

Roll 1D10:

Morale Grade	Pass on
Excellent	3+
Superior	4+
Average	5+
Poor	6+

3.2.4 Phase 4
Both players take morale tests and check that neither force has been broken. The Responding player may attempt to recover morale where it has dropped below 'Good'.
Explanation – Having worked out casualties from shooting, artillery and air strikes earlier in the bound it is time to resolve what effect these losses have on the morale of their units. The Responding player may attempt to rally units that have suffered reductions in their morale in previous turns. Both players add up the Attrition Points inflicted so far to make sure that neither force has been broken.

4. MOVEMENT

4.1 Movement Segments

The lengths of Movement Segments (MS) are listed below. Either the Imperial or Metric version may be used as agreed by the players or specified by the game organiser. Large Scale Movement is for 20mm scale and above.

Element Type	Standard Movement		Large Scale	
	Allowance	Allowance	Allowance	Allowance
Infantry	1"	3cm	1 1/2"	4cm
Slow Tracked	1 1/2"	4cm	2 1/2"	6cm
Medium Tracked	2"	5cm	3"	8cm
Fast Tracked	2 1/2"	6cm	4"	10cm
Slow Wheeled	1"	3cm	1 1/2"	4cm
Fast Wheeled	1 1/2"	4cm	2 1/2"	6cm

The actual distance an element can move in a bound is expressed as a number of MS depending on the terrain type for the element type. Normal MS are:

Terrain Type	Good Going	Road	Wood	Poor Going
Rifle/Weapons Group	4	5	2	2
Heavy Weapons Group	1	2	NP	NP
Tracked Vehicle	4	6	NP	2
Wheeled Vehicle	4	12	NP	2

NP= Not Possible

If an element moves in more than one type of terrain it has the lowest of the MS for those terrain types.

Unless a maximum movement distance is specified (e.g. by an Action Option) or movement is prevented by morale, neutralisation, getting stuck or impassable terrain, an element is allowed a minimum move of 1MS.

Rifle groups and weapons groups can usually fit into any gap, other elements only into gaps into which they can physically go; this also applies to any turns that are made.

Suppressed soft vehicles and infantry move with half the movment allowance rounded up.

4.1.1 Crossing Linear Obstacles
The movement of both infantry and vehicles may be impaired by obstacles. The deduction from an element's MS for each obstacle crossed will be:

Element Type	Minor Obstacle (e.g.Low Wall)	Major Obstacle (e.g. High Wall)
Rifle/Weapons Group	1MS	2MS
Heavy Weapons Group	NP	NP
Tracked Vehicle	1MS	1MS
Wheeled AFV	1MS	2MS
Wheeled Soft Vehicle	NP	NP

NP - 'Not Possible', i.e. the element may not cross the obstacle.

If an element has at least 1 MS remaining when it reaches an obstacle it may cross the obstacle. If its MS are reduced to nil or lower by the deduction for crossing the obstacle, it may move no further after crossing.
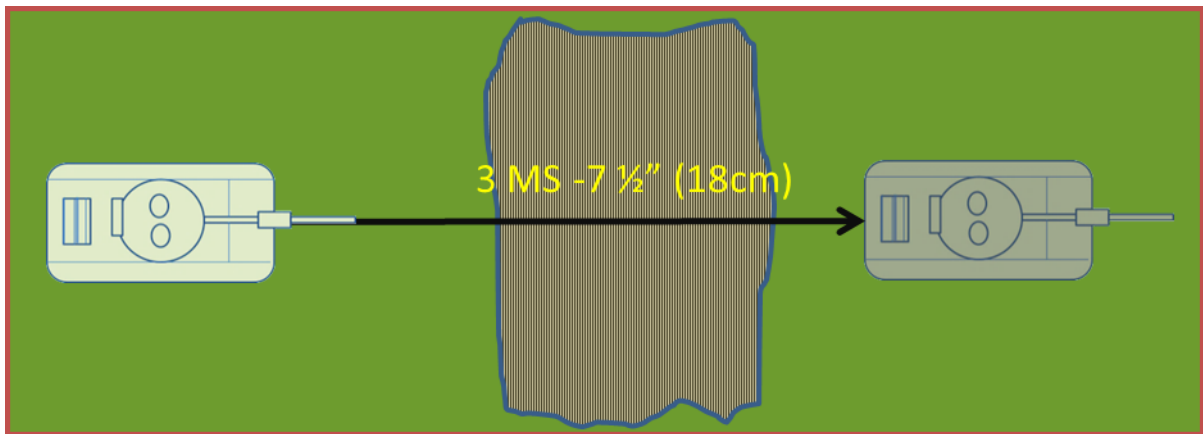

> The tank above is a Fast Tracked vehicle. It is intending to cross a mixture of good going with an allowance of 4MS, and broken ground with an allowance of 3MS. It will have the lower of the 2 allowances which is 3MS. Each MS is worth 2 ½" (6cm) for a Fast Tracked vehicle so it can move up to 7 ½" (18cm) in the turn.

4.1.2 Mounting and Dismounting

Evacuating a neutralised or destroyed vehicle is done without movement cost.

Entering or exiting a vehicle costs 1 MS for both the passengers and the vehicle. Dismounting is not possible if Transit speed is used in that bound. A dismounting element is placed touching the vehicle or its base; if this is not possible it is placed behind the vehicle touching an element that is touching the vehicle or its base.

Passengers may not fire after dismounting in the turn even if the vehicle has picked Action Option 3.
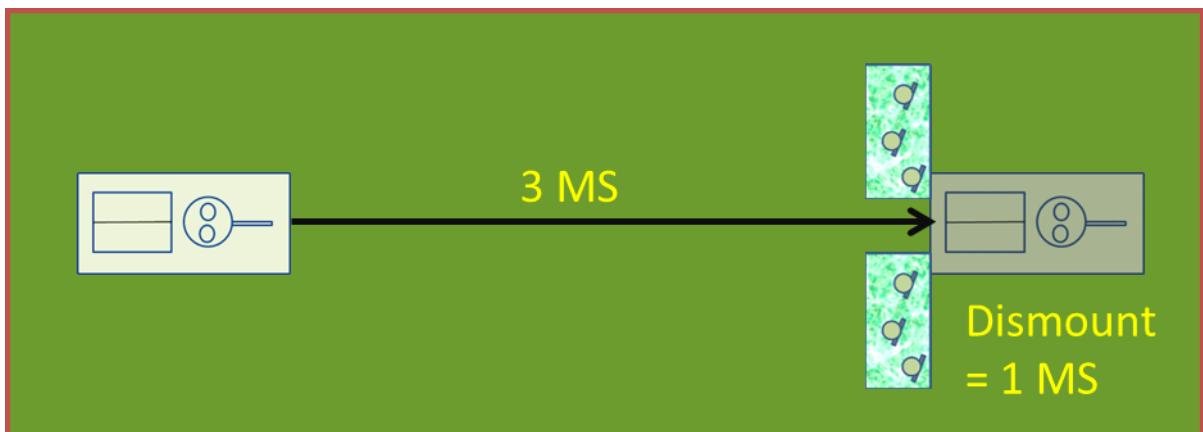
> The IFV above is a Tracked vehicle capable of moving 4MS in good going, a movement distance of up to 10" (24cm). It moves 3MS then stops to allow its passengers to dismount. Dismounting takes costs 1MS for both the IFV and the passengers.

4.1.3 Transit Speed

Transit Speed represents elements moving quickly and paying less attention to the enemy and the use of terrain to avoid being hit. All or none of the elements of a unit may use Action Option 2 to enable Transit Speed movement which increases the MS by 50% (round up) on Good Going or Road.

5. DETECTION

Detecting the enemy is crucial in warfare as an undetected enemy cannot be fired at.

5.1 Categories of Visibility

Each unit and element will be in one of 2 Categories of Visibility:
- ➢ Hidden
- ➢ Identified

5.1.1 Hidden
A unit or unattached element counts as Hidden if it has not yet been seen by any enemy.

A unit of infantry groups that is in cover or is dug-in, and has not moved or fired so far in the game cannot be seen from over 6" (15cm).

A unit of infantry groups that has not moved or fired so far in the game cannot be seen from over 30" (75cm) by vehicles.

An unattached AOO that is in cover cannot be seen from over 2" (5cm) if stationary, or 4" (10cm) if moving.

5.1.2 Identified
A unit is Identified if it is not Hidden. An Identified unit - and all the elements in it - is visible to all other elements on the table provided it is in the line of sight and within visibility distance. Spotting can be done in any phase by any player and it is up to each player to assess which units their troops can spot. A unit that cannot be seen early in a phase may be spotted later in that phase by another unit.

5.2 Visibility

5.2.1 Line of Sight
To see another element an element must have Line of Sight to it. Line of sight may blocked by terrain, smoke, fog or darkness. Line of sight is traced in a straight line from any part of the viewing element's base to any part of the viewed element's base. Elements do not block the line of sight.

5.2.2 Effects of Terrain
Maximum visibility distances in or through a wood is 6" (15cm).

5.2.3 Turret Down
An element may position itself behind the crest of a hill to see the enemy. It may not f ire or be fired at, but may see and be seen. To move to a firing position for a turret or hull-mounted weapon requires a move of up to 1" (3cm) – 2" (5cm) if using Large Scale - with the element counting as hull-down if a vehicle. It is not necessary to have a turret to go turret down.

An element going into Turret Down or Hull Down should be declared as such.

5.3 Smoke

Smoke blocks the line of sight.

5.3.1 Smoke Generators

Vehicle smoke generators may be used to lay a smokescreen 1 level high the width of either the vehicle or its base along a vehicle's path during its move. Using a smoke generator can be combined with another Action Option but movement is limited to 3MS. The line of sight to and from the vehicle's rear aspect will be through the smoke. Any existing smokescreen is removed at the start of the vehicle's impulse.

5.3.2 Artillery Smokescreens

An artillery battery lays a smokescreen 2 levels high that covers the Area of Effect. The screen lasts for 4 turns.
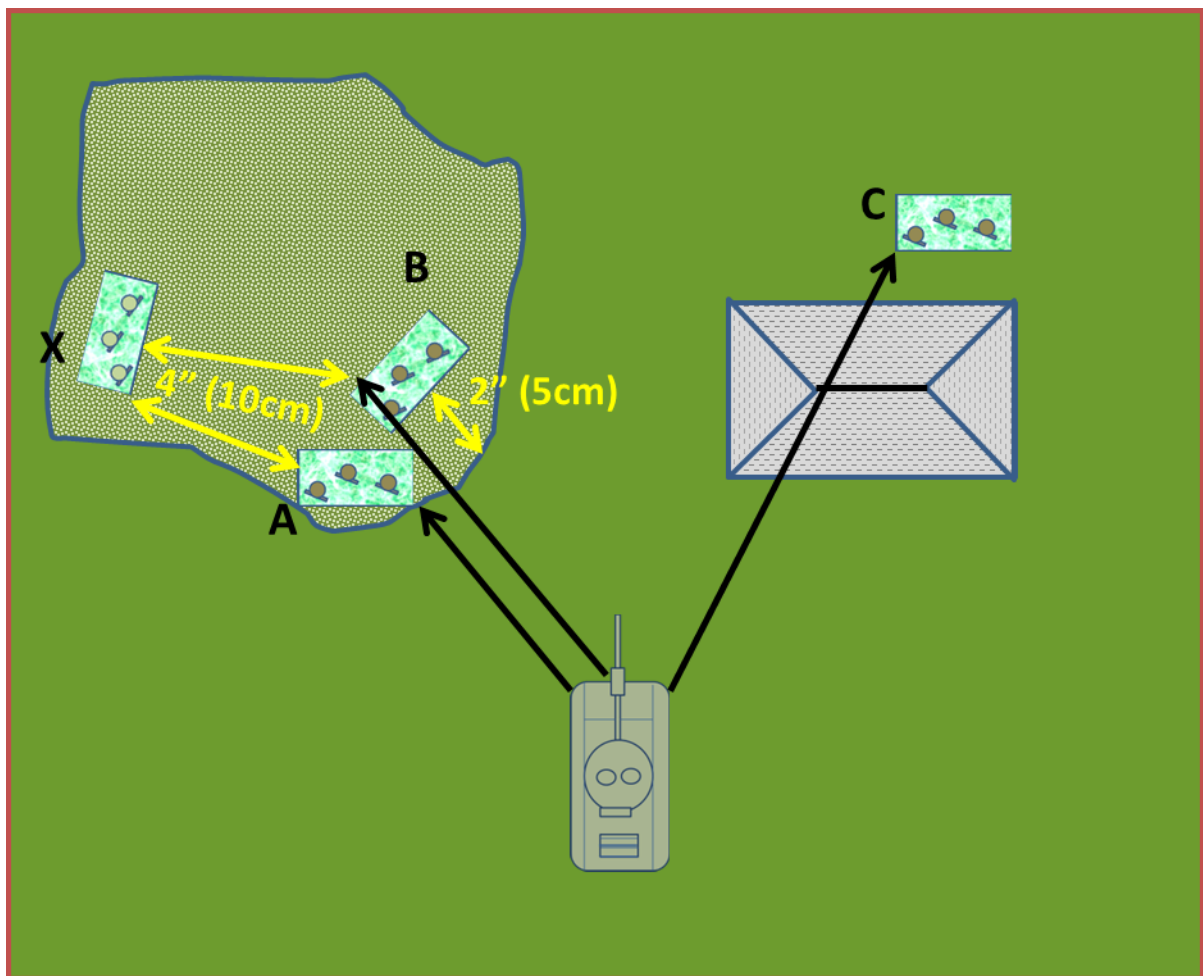
The tank can see infantry group A as it is touching the edge of the dense wood. It cannot see infantry group B as it can see only 1" (3cm) through the edge of the wood. Infantry group X can see both A and B as it is within the wood. The tank cannot see infantry group C as the building blocks the line of sight.

6. DIRECT FIRE

This part covers most of the shooting in the game.

It does not cover the following indirect fire by elements on or off the table.

6.1 Eligibility to Fire

To be a valid target for Direct Fire, an enemy element must be all of the following:

- ➤ No further away than the weapon's maximum range (if it has one);
- ➤ No nearer than the weapon's minimum range (if it has one);
- ➤ In the weapon's arc;
- ➤ Be visible to the firer;
- ➤ Not blocked by other elements.

An element may fire at one vehicle or the infantry group(s) of one unit in a turn but may fire multiple weapons if eligible.
Some weapons may not use an Action Option that allows for movement and firing in the same bound, these are:

- ➤ A ground element firing an ATGM,
- ➤ A Weapons Group firing an HMG, SFMG, RCL or AGL,
- ➤ A towed gun,

Passengers in an APC may only fire Passenger MG (psMG) or Passenger HMG (psHMG).

6.1.1 Weapon Arcs

A weapon on a turret or in a cupola may fire 360 ^{o}.

Pivot and Passenger MG/HMG may not fire in the rear arc.

Fixed weapons such as the gun of an S Tank have an arc of fire of 90 degrees to the front.

Infantry weapons may fire 180 degrees to the front unless firing from a building (unless rubble) or bunker in which case they may fire only 90 degrees from a window, door or firing slit.

Heavy weapons groups have an arc of fire of 90° to the front.
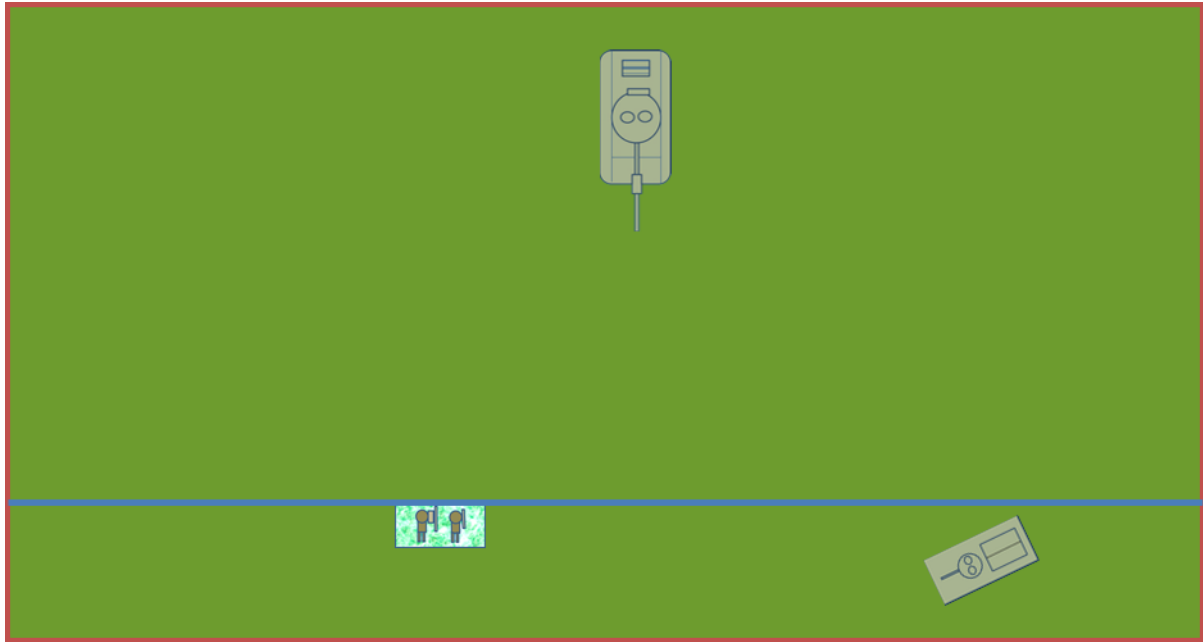
6.1.2 Long Range and Maximum Range

Whether the target is at Long Range depends on the type of the weapon and/or the fire control. Firing at less than Long Range is Short Range.

Type	Long Range	Maximum Range
Early Fire Control/HMG/SFMG/LMG	>20" (>50cm)	-
Late Fire Control	>30" (>75cm)	-
Light RPG	>4" (>10cm)	8" (20cm)
Heavy RPG	>6" (>15cm)	12" (30cm)
Rifles/SAW	>12" (>30cm)	36" (90cm)
Light Mortar	>16" (>40cm)	-
Automatic Grenade Launcher	>12" (>30cm)	-
Grenade Launcher	>6" (>15cm)	18" (45cm)

6.1.3 Shooting Through Elements and Avoiding 'Blue on Blue'

Models are invariably oversize so an element may shoot through one element to engage a target the other side. Also, intervening infantry elements will not prevent shooting at a vehicle.

Exceptions - shooting through intervening elements is not permitted if any of the following apply:
- ➢ An enemy element that is in contact with a friendly infantry element may not be fired at.
- ➢ An enemy infantry element that is contact with a friendly soft vehicle may not be fired at.

ATGM, SAM, RPG or RCL may not be fired from inside a building.

6.1.4 Firing Multiple Weapons

An element that fires an ATGM may not fire another weapon that turn.

A vehicle that fires its main weapon or a coaxial-mounted weapon may not fire another weapon except passenger MG or Passenger HMG.

A vehicle may fire all Pivot and Cupola MG/HMG.

Passenger MG/HMG may be fired in addition to other weapons (except missiles) if there is at least one infantry group in the vehicle.

The firing of different weapons by a rifle group is taken into account by the number of firing dice rolled and/or modifiers to the saving dice if hits are scored.

6.2 Direct Fire at Vehicles with Guns, HMG, Auto-cannons, Recoilless Rifles or RPGs

An element may fire at one vehicle in a turn.
Modified score required to hit = 5+ on 1D10.

Modifier	Situation
+2	The Target is Transiting if using Large Scale
+1	The Target is Transiting unless using Large Scale
+1	The Training Level of the Firer is at least 2 higher than that of the Target
+1	Both Firer and Target are vehicles, and: • either or both used or is/are using Action Option 4 (Firing with no movement), or • target was neutralised at the start of the firing unit's impulse
-1	The Firer has a Lower Training Level than the Target
-1	For each Dodge Marker on the Firer
-2	Firing at Long Range
-2	The Target was not visible to the Firer at the Start of the Firer's Impulse
-2	The Firer is Suppressed, unless it is an AFV firing an under-armour weapon inside the frontal arc

HMG, auto-cannon or gatling may re-roll a modified score of 4 at short range (once only).
If a hit is scored by a weapon with a High Rate of Fire (HRF), the Active player rolls D10s equal to the HRF number and scores an extra hit for each roll of 5 or higher. There are no modifiers to these dice rolls.

6.3 Firing Anti-Tank Guided Missiles (ATGMs)

ATGMs have a minimum range of 12" (30cm) and an effective range of over 30" (75cm).

To fire an ATGM the Active player announces the firer and the target.

If the target is able to 'Dodge' the Responding player will roll to see if it succeeds in doing so.

6.3.1 Dodging ATGMs

'Dodging' represents any action the target takes to prevent the ATGM hitting including sudden breaking, finding cover, firing to distract the controller and the use of counter-measures. A successful Dodge means that the ATGM will miss.
A target will attempt to Dodge unless it is Neutralised. If more than one missile is fired at a target by a unit each dodge attempt is rolled for separately, and all dodges are resolved before rolling for the accuracy of missiles fired by the firing unit that are not dodged.
Score required to Dodge = 5 or higher on 1D10:

Modifier	Situation
-1	Target has Raw training
-2	Weapon was launched from outside of the Target's frontal arc
-2	Target is Suppressed
-2	Target is Transiting (see *6.1.4 Transit Speed*)
-3	Weapon launched at a ground element either from within 60" (150cm)

After each Dodge attempt place one Dodge marker next to the target. Dodge Markers are removed after the target's unit has carried out its actions in its next bound.

If the missile is not dodged, the Active player rolls to see if it hits.

6.3.2 Hitting with ATGMs

Score required to hit = 5 or higher on 1D10:

Modifier	Situation
+2	ATGM fired at effective range
+1	Training of firer is higher than target
-1	Each Dodge Marker on the Firer
-3	Controller is Suppressed unless it in an AFV firing from under-armour in the frontal arc

An Egyptian commando group fires an AT3 Sagger at an Israeli M48 Magach 32" away. The M48 attempts to dodge needing 5 or higher to be successful. The die is modified by -3 as the Sagger is being fired from within 60". The die roll is 7 modified to 4 so the evasive action has failed but a Dodge marker is paced by the M48. The Egyptian player rolls 1D10 to hit needing 5 or higher. The die roll is 2 so the ATGM misses.

6.4 Resolving Hits on AFVs

6.4.1 Hit Location

6.4.1.1 Target Aspects

A vehicle has 4 aspects – front, rear, 2 sides – covering 90 degrees each. The aspect of a vehicle that is fired at depends on the positioning of the firing element:
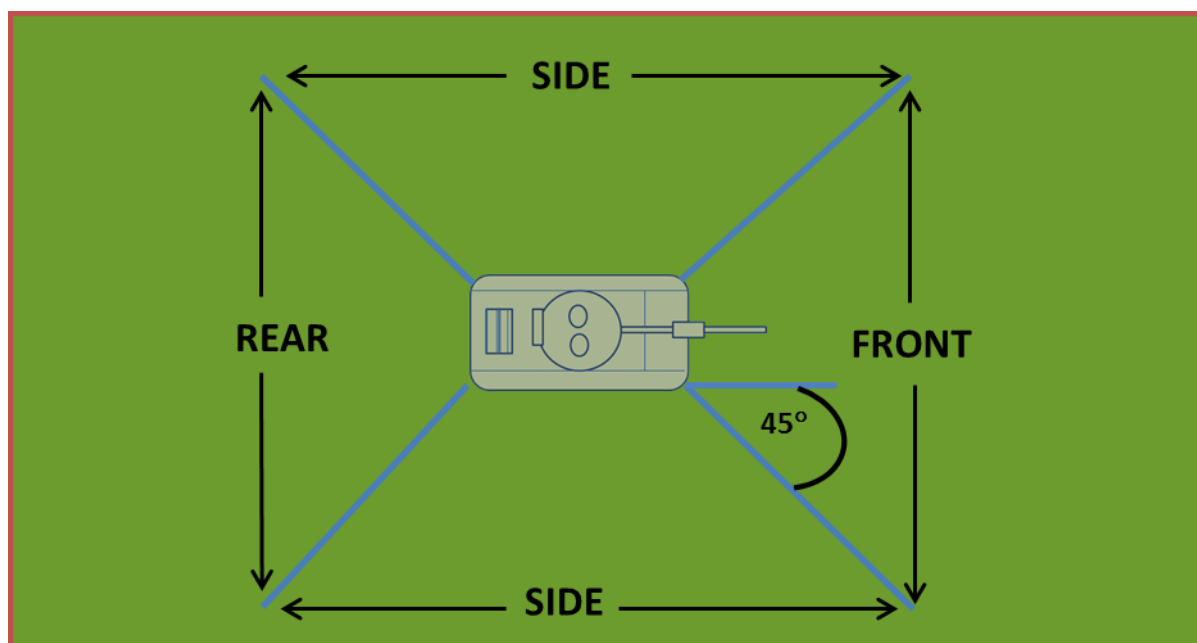
Above - if the firing/controlling element is wholly within the arc of an aspect it will fire at that aspect. If the firing/controlling element spans 2 arcs it will fire at the aspect chosen by the player controlling the target; if that aspect cannot be fired at the firer will fire at the other aspect.

It is necessary to ascertain the location of a hit if the target is in hull down. The Active player rolls 1D10 needing 5+ to retain the hit, otherwise the projectile is assumed to hit the cover.

6.4.2 Effect of Range

All Kinetic Energy weapons of 20mm or over have one firepower value. This is increased by '1' if the range is up to 12" (30cm). Smaller weapons are more dependent on range:

	0-12" (0-30cm)	>12"-36" (>30cm-90cm)	>36" (>90cm)
HMG	2	1	0

6.4.3 Protection and Effects

The Responding player rolls 1d10 for each hit and adjusts the Protection for the type of attack (Kinetic or Chemical) of the target:

Die Roll	Modifier
1-2	Reduce Protection by 2
3-4	Reduce Protection by 1
5-6	Protection unchanged
7-8	Increase Protection by 1
9-10	Increase Protection by 2

Compare the Firepower Value to the adjusted Protection Value and consult the table below:

Firepower vs Protection	Result
Firepower < Protection	Target suppressed
Firepower = Protection	Target checks morale Failure = Neutralised Pass = Suppressed
Firepower = Protection+1	Element is neutralised. If it is already neutralised the Responding player rolls 1D10 needing 5 or better otherwise it is destroyed
Firepower > Protection +1	Target destroyed

A hull down Iraqi T72 fires at a US M1A1 40"away. The score to hit is 5 or higher but the die will be modified by -1 as the T72's crew is Raw and the M1A1's is Expert, by -2 as the range is Long and by +1 as the T72 is using Action Option 4, a net -2. The die roll is 5 modified to 3 resulting in a miss.

The M1A1 uses its gun stabilisation to move forward 5" to 35" then fires back at the T72. The score to hit is 5 or higher but the die will be modified by +1 as the US crew is 2 levels of training better than the Iraqis and by +1 as the T72 used Action Option 4, so there is a total modifier of +2 . The die roll is 4 which is modified to 6 so a hit is scored.

The T72 is hull down so a 5 or higher is needed to hit the exposed part of the tank. A D10 roll is 8 so the turret is hit.

The T72 has a frontal Protection of 7. The Iraqi player rolls 7 on 1D10 that modifies the Protection to 8. The M1A1 has a Firepower of 12 which is 4 higher than the modified Protection so the T72 is destroyed.

6.5 Resolving Hits on Soft Vehicles

A soft vehicle hit by a weapon of 50mm or more, by an RPG or by an AGL will be destroyed.
A soft vehicle hit by a smaller weapon rolls to save.
Score needed to save is 5 on 1D10, with die roll modifiers as below:

Weapon	Modifier
Target is in hull down	+2
HMG, Grenade launcher, AGL or weapon up to 29mm	-2
Weapon 30mm-49mm	-4

Look up the result below:

Modified Score	Result
6 or higher	Target suppressed
4 or 5	Target neutralised. If already neutralised the Responding player rolls 1D10 needing 5 or higher otherwise it is destroyed.
3 or lower	Target destroyed.

6.6 Escaping from Vehicles

Each infantry group that is being transported by a vehicle that is neutralised or destroyed must roll to see if it has also been harmed by the attack. The roll for each group transported is made immediately after the effect of a weapon hitting the vehicle is resolved, with only one roll per weapon even if it scores multiple hits. If a group survives and stays in a neutralised vehicle it will roll again for any subsequent neutralisation or destruction in the turn.

Score required to survive = 5 or higher on 1D10:

Modifier	Situation
+2	Vehicle neutralised
-1	Passenger element is a heavy weapons group
-2	Vehicle destroyed by artillery

Failure results in the group's destruction. Surviving groups are neutralised and may stay in the vehicle if the vehicle is neutralised otherwise immediately exit a vehicle.

6.7 Firing at Infantry, and Rifle Groups Firing Small Arms at Vehicles

First total the fire dice for the firing unit for each target unit:

Number of Fire Dice	Number and Type of Firer
1D10	Per 2 Infantry Groups with Bolt Action Rifles (round up) with or without RPGs
1D10	Per Infantry Group with Assault Rifles with or without RPGs
1D10	Per LMG/SAW/HMG as a weapons group or part of rifle group
1D10	Per Pivot, Cupola or Passenger LMG/HMG on a vehicle
2D10	Per MG/HMG/auto-cannon that is turret-mounted or coaxial-mounted on an AFV at infantry group target
2D10	Per gun or RCL over 90mm at infantry group or building
3D10	Per SFMG/SFHMG used by a Weapons Group at Infantry group target
1D10	Per other weapon or weapons group not listed above
1 Additional D10	Per HRF

Score required to hit = 5 or higher on 1D10:

Modifier	Situation
+1	The Training Level of the Firer is at least 2 Higher than that of the Target
-1	Firer is using Action Option 1 or 3 (i.e. moving and firing)
-1	Vehicle-mounted weapon firing at an infantry unit with any element within 3" (8cm)
-1	The Firer has a Lower Training Level than the Target
-1	Firer is using small arms or HMG at target unit that has at least half of its groups dug-in or in heavy-cover.
-2	Firing at a unit of which all the elements are at Long Range
-2	The Target was not visible to the Firer at the Start of the Firer's Impulse.
-2	Firer Suppressed unless an AFV firing an under-armour weapon in its front arc

6.7.1 Hit Allocation

Once the number of hits from a round of firing at a unit has been ascertained, players take it in turns to place hits on infantry groups starting with the Active player. There are restrictions on the placing of hits:

➢ Only groups that are eligible to be fired at by at least one firing element of the firing unit may be hit.
➢ Where hits outnumber groups that can be hit, more than one hit may be placed on a group, but the hits on a group may not exceed the hits on another group by more than 1.
➢ No neutralised group may have more hits placed on it than any un-neutralised group; i.e. hits must be placed on un-neutralised groups first.

6.7.2 Resolving Hits on Infantry Groups

The Responding player rolls 1D10 per hit to save hits on infantry groups:

Modifier	Situation
+1	Target in light cover or
+2	Target dug-in or in heavy cover
-1	Hit by an element whose weapons include Light Mortar, GL, AGL, or other gun/HMG/RCL/autocannon 12mm – 60mm vs target that is in light cover, dug-in or in heavy cover
-1	Hit by an element whose weapons include RPG, ATGM or gun/RCL over 60mm vs target in light cover
-2	Hit by an element whose weapons include RPG, ATGM or gun/RCL over 60mm vs target dug-in or in heavy cover

Note:

Light Cover - In woods, timber buildings or fox-holes, behind walls.
Heavy Cover - In masonry buildings or dug-in.

Look up the modified die roll below:

Modified Score	Result
6 or higher	Target suppressed
4 or 5	Target neutralised. If already neutralised the Responding player rolls 1D10 needing 5 or higher otherwise it is destroyed.
3 or lower	Target destroyed

Above - an infantry platoon with an attached tank is firing at some dug-in infantry groups at a range of 8" to 10". Rifle groups A are equipped with automatic rifles providing 2 firing dice. Rifle groups B are equipped with automatic rifles and SAWs providing 4 firing dice. The tank provides 2 firing dice from its main gun of 120mm. This is a total of 8 firing dice but 2 will be designated as the tank's dice (using a different colour is helpful). The score to hit is 5 or higher but the dice will be modified by -1 as the firers are using Action Option 1 so that they can move after firing. The infantry's firing dice will be modified by a further -1 as at least half of the enemy groups are dug-in, a total of -2.

The infantry firing dice are 1, 3, 4, 5, 6 and 9 are modified by -2 to become -1, 1, 2, 3, 4 and 7, scoring 1 hit. The tank's firing dice are 3 and 8, modified by -1 to 2 and 7 so also score a hit.

The Active player places the first hit and allocates the tank's gun hit to the weapons group Y. The Responding player allocates the other hit to rifle group Z.

The hit groups roll to survive. The score to save is 5 or higher. Group Z will have its saving die modified by +2 for being dug-in. Group Y will have its saving die modified by +2 for being dug-in and by -2 for being hit by a heavy weapon while dug-in (this simply negates the effect of being dug-in), a net zero. Group Z rolls 6 modified to 8 so is Suppressed. Group Y rolls 4 so is Neutralised.

7. CLOSE QUARTER BATTLE

Close Quarter Battle (CQB) covers close assaults by infantry to remove enemy infantry from their positions or to destroy enemy vehicles and takes place in Phase 2 when infantry are in contact with opposing elements.

The process of moving into and resolving Close Quarter Battle varies according to whether the attack:
- ➢ is on infantry;
- ➢ is on a vehicle.

7.1 Moving into Close Quarter Battle

Only Rifle Groups and Weapons Groups may move into CQB using either Action Option 2 or 5.

7.1.1 Contacting Infantry
The Active player moves infantry groups to participate in CQB. Infantry groups participate in CQB by:
- a) contacting the nearest enemy group that has not already been contacted by a friendly group or,
- b) supporting a friendly group that is in contact with an enemy group, by being within 1" (3cm) – 2" (5cm) if using Large Scale - of it. A neutralised group cannot support
- c) Immediately before CQB is resolved, the Responding player may move any rifle or weapons groups that are neither neutralised nor are subject to a Withdraw morale state and belong to a unit that has had any infantry groups contacted by an enemy infantry group so that it can participate in a CQB. He may move such a group up to 1" (3cm) - 2" (5cm) if using Large Scale - as long as the move enables it to support a close assault combat as above.

7.2 Close Quarter Battle with Infantry

CQB with enemy infantry are resolved as a number of separate combats in an order decided by the Active player. For each combat each player rolls 1D10 and modifies as below:

Modifier	Situation
+2	Group is defending i.e. it is the Responding player's group
+1	Group is in Heavy Cover against attack from outside Heavy Cover (Responding player only)
+1	Group is better trained than opponents
+1	Group has higher morale than opponents
+1	Group has a morale 3 or more levels higher than opponents
+1	Each supporting suppressed group
+2	Each supporting unsuppressed group
-1	Weapons Group or Heavy Weapons Group
-2	Group is Suppressed
-4	Group is Neutralised

A group may fight or support in only one CQB combat per bound.

Attacks on Infantry	
Difference in Modified Score	**Result**
0	The Active player's group retreats 2" (5cm) – 3" (8cm) if using Large Scale. The Responding player's group does not move.
1-2	Loser retreats – the losing player's group retreats 2" (5cm) – 3" (8cm) if using Large Scale). The winning group and any supporting groups may immediately move in their frontal arc up to 1" (3cm) – 2" (5cm) if using Large Scale - but may not contact enemy.
3 or more	Loser destroyed. The winning player's group and any supporting groups may immediately move in their frontal quarter up to 1" (3cm) - 2" (5cm) if using Large Scale - but may not contact enemy.

In each case, groups supporting a losing group are not affected by the result.

7.3 Close Quarter Battle with Vehicles

7.3.1 Contacting Vehicles

A rifle group or weapons group may close assault an enemy vehicle by being in contact with either the vehicle or with the side or rear edge of a friendly infantry group that is in contact with the vehicle. The Active player may attempt to move any unsuppressed and unneutralised infantry groups that have a Morale State of Good or Uncertain into CQB with an enemy vehicle by using normal movement. To close assault an AFV an infantry group must pass a modified Motivation Test, but this is not necessary to attack a soft vehicle:

Morale Grade	Basic Score
Excellent	3
Superior	4
Average	5
Poor	6

Die Modifier	Situation
+1	The AFV is Suppressed
-1	Each MG or HMG on the AFV (passenger MG/HMG require an infantry group to count)
-1	The AFV is an APC carrying passengers

If the test to contact an AFV is failed the infantry element may not move nearer to another enemy AFV.

A vehicle with any dismounted un-neutralised friendly infantry within 3" (8cm) cannot be close assaulted.

7.3.2 Resolving Close Quarter Battle with Vehicles

Roll 1d10 for each infantry group participating needing 5 or higher to hit.

Die roll modifiers:

Modifier	Situation
+1	Target is soft vehicle
-2	Group has Raw training
-3	Group has no RPG

If a hit is scored:
- A soft vehicle is destroyed;
- AFV needs 5 or higher on 1d10 to save (no modifiers). Success leaves the AFV Suppressed.

8. UNIT & FORCE COHESION

This part covers the ability of officers to control their troops and for soldiers to continue to fight when things go wrong.

8.1 Morale Test

Morale is the willingness of soldiers to obey their orders in times of adversity. There are 5 states of unit morale in Sabresquadron:

Morale State	Effect
Good	This is the basic state with troops free to move and fight as per other rules
Uncertain	The unit must pass a Morale Test before it may move towards enemy identified by the force or towards the opposition's base line.
Halt	The unit may not move towards enemy identified by the force or towards the opposition's base line.
Withdraw	All other elements must use Action Options 1, 2, 3 or 5 and all available MS for the option chosen to retreat away from identified enemy and the opposition baseline to safe cover or their own baseline. 'Safe cover' is into or behind a terrain feature that prevents the unit from being fired at with Direct Fire.
Rout	Troops disperse or surrender. Remove all elements from the table immediately.

A platoon or independent section takes a morale test in Phase 4 in each bound that it suffers at least one element destroyed and/or neutralised. All these morale tests are considered to take place simultaneously.

After all compulsory Morale Tests have been taken the Responding player may elect to take tests to improve the morale state of units in his force.

8.1.1 Taking the Morale Test

Throw 1d10 to pass:

Proportion of Unit Lost/Neutralised/Damaged	Score Needed to Pass
Up to 30%	Basic Score -1
Over 30% and up to 60%	Basic Score
Over 60%	Basic Score +2

Morale Grade	Basic Score
Excellent	3
Superior	4
Average	5
Poor	6

Result	Consequences
Pass	Remain at current Morale State
Fail	Drop one Morale State and test again. Continue until Morale State drops to Rout or a Morale Test is passed.

A unit whose cumulative total of destroyed and damaged elements exceeds 75% will automatically rout in Phase 4.

> An infantry platoon with Poor morale started the game with 8 rifle groups. It has previously suffered 2 groups destroyed but its Morale State has remained at Good. It loses another group in the bound so has to test morale. A cumulative loss of 3 groups out of 8 is over 30% but less than 60% so to pass it has to roll its basic morale score on 1D10 which is 6 or higher. The die roll is 1 so the test is failed. The platoon's Morale State drops to Uncertain and it tests again. The die roll for the second test is 5 which is a fail so the Morale State falls to Halt and another test is taken. The roll is 8 which is a pass, so the Morale State remains at Halt and no further test is taken.

8.1.2 Recovering Morale

The Responding player may attempt to recover the morale of a unit if it has not had to take a morale test that bound.
A platoon or independent section must:
1. Be out of combat, i.e. not have been under direct fire in the bound, not be in an artillery zone, not been in Close Quarter Battle in the bound, nor have identified enemy within 6"; and
2. Have at least 50% of the unit remaining.

The unit takes a Morale Test. If it passes, it improves morale by one state. If it fails, its morale stays at the current state. Only one roll is allowed. There is one possible modifier:

> The infantry platoon with Poor morale in the earlier example attempts to recover its morale. It still has to roll its basic morale score on 1D10 which is 6 or higher. The die roll is 5 so the test is failed and the platoon's Morale State remains at Halt.
>
> The following turn it tries again. The die roll is 7 which is a pass so the Morale State is raised by one to Uncertain.
>
> Next turn, assuming it is not in combat, it may try to raise its Morale State back up to Good.

8.2 Suppression

Suppression includes near misses that force infantry to take cover, a non-penetrating hit on an AFV and a bit of extra ventilation for a soft vehicle. The effect of suppression depends on the type of element hit.

Element Type	Effect
AFV	Penalty when firing exposed weapon, firing under-armour turreted weapon outside of frontal arc, or when attempting to dodge an ATGM
Infantry or Soft Vehicle	Penalty when firing and the number of MS is reduced to 50% (round up). No movement over sheer faces.

A Suppressed element is indicated by a Suppression marker. The Active player must attempt to remove Suppressions in Phase 3 from elements that are not in an artillery zone by taking a Morale Test.

8.3 Neutralisation

A Neutralised element has been temporarily put out of action so may play no part in the game for as long as it is neutralised. Neutralised elements are indicated by a Neutralisation marker. The Active player must attempt to make a Neutralised element that is not in an artillery zone Suppressed in Phase 3 by taking a Morale Test.

8.4 Unit Command Area

A ground unit's Command Area is assessed at the beginning of its impulse using one or two sheets of paper, card or acetate of A4 size. If 2 sheets are used these must be placed so that each lines up with the other along an edge and there is at least 2cm of each sheet in contact with the other. Each element of a unit must have at least part of its model or its base under the sheet(s) to be within the Command Area.

Unit Type	Number of Sheets
Independent Section or Platoon with Poor Training	1
Platoon	2

Units must be deployed or enter the table with all elements within the Command Area.

8.4.1 Elements Outside the Command Area

An element – not a company element - that is wholly outside the area covered by the sheet(s) is outside of the Command Area. This has the following effects:

1. Any move the element makes must end nearer the Command Area than it started.
2. To fire at a target over 18" away the element must first pass a Training Test.

8.5 Force Break Point

Each force has a Resilience that is the total of all of the Morale Points (MP) of the units in the force:

Unit / Element	Morale Points
Platoon	4
Independent Section	2
Company or Battalion Command Element, with its vehicle and any other passengers	2

A force whose Attrition Points exceed 2/3 of its Resilience at the end of Phase 4 in any bound will break:

Situation	Attrition Points
Each unit Routed or Wiped Out	100% of Unit's MP
Each unit with a Morale Level of 'Halt' or 'Withdraw'	50% of Unit's MP (round up for each unit)
A company is left without a command element	1

9. ARTILLERY

'Artillery' represents the indirect fire of land and sea-based guns, mortars and rocket launchers. A player may have a claim to the support of up to one battery of artillery in addition to a mortar platoon or section that is integral to the company that his force represents. Artillery is assumed to fire from off-table. Artillery fire is carried out in Phase 2 by the Responding player.

9.1 Obtaining Artillery Support

Unless firing CLGP, support can only be called on top of an Aim marker by an observer who must be:
- ➢ an AOO;
- ➢ a command element.

An Aim marker must be placed in a position that is in the line of sight of the observer. Once placed an Aim marker is left in place until the next turn.

In Phase 2 of each bound the Responding player may request artillery onto the previously placed Aim marker provided:
- the Aim marker is in the line of sight to the observer;
- the observer is not Transiting;
- the observer is not neutralised.

The Responding player may request artillery to fire Smoke on an Aim marker if it is in the line of sight of an observer, i.e. the condition on the proximity of enemy does not apply.

9.1.1 Requesting Fire

If these conditions are met, the observer rolls 1D10 needing 5 or better to obtain support. The request must be made for each turn that the battery fires. Die roll modifiers:

Modifier	Situation
+3	Artillery requested is part of an on-table company
+1	This is the second or subsequent request on an Aim marker that has not been moved since the first request
-1	The observer is a command element
-1	Battery requested is Battalion level
-3	Battery requested is Higher level

An unmodified roll of '1' is a fail. If no request is made or the request is not approved, the Responding player may move or remove the Aim marker.

9.2 Plotting the Fire

The Responding player declares:
- ➢ The dimensions of the Fire Zone;
- ➢ The angle of the Fire Zone if it is not parallel to the table baseline;
- ➢ The weapons firing.

The Responding player rolls 1D10 for accuracy:

Modifier	Situation
+1	The observer is an AOO with a Laser Range Finder
+1	Each turn after the first at an unmoved Aim marker, provided the same Observer has been able to see the Aim marker throughout this time
+1	The observer has Expert training
-1	The observer has Raw training
-2	The observer is suppressed
-2	The observer is not an AOO
-2	The battery has Raw training

A score of 5 or better results in the battery being on target. A lesser score is a miss and is subject to deviation:

To calculate the deviation, deduct the modified die roll from 5 and multiply by 3" (8cm).

The Responding player rolls a scatter die for direction and places a Fire Zone marker at this point. He may decide to fire for effect, in which case he marks the Fire Zone and resolves the effect of the artillery fire.

9.3 The Fire Zone

A fire zone is made up from a number of boxes – one per weapon – with the following dimensions:

Weapon Calibre	Box Dimensions
Up to 85mm	2" x 2" (5cm x 5cm)
86mm to 100mm	3" x 3" (8cm x 8cm)
101mm to 125mm	4" x 4" (10cm x 10cm)
126mm to 160mm	5" x 5" (12cm x 12cm)
Larger than 160mm	6" x 6" (15cm x 15cm)

Each box must be placed corner to corner and edge to edge with another box. If the number of boxes is odd one box either can protrude from the square or rectangle formed by the other boxes or can be split to form two half-boxes that line up edge to edge and corner to corner with each other.

9.4 Effects of Artillery Fire

Any element at least partly inside an artillery fire zone is considered to be in the fire zone and is suppressed. Each element in the fire zone must be tested to see if it is actually hit. The Responding player rolls 1D10 for each element.
Each roll of 5 or higher inflicts a hit on the element.

Modifier	Situation
-4	Weapon calibre is up to 85mm
-3	Weapon calibre is 86mm – 100mm
-2	Weapon calibre is 101mm – 125mm
-1	Weapon calibre is 126mm – 160mm
0	Weapon calibre is larger than 160mm
-1	The element rolled for firing by that battery the previous turn
-1	The Firing Battery has Raw Training

Every infantry group or soft vehicle that is 'hit' will be Neutralised.
For every element that is 'hit' the Active player will roll to see if there is any further effect.
Infantry groups and soft vehicles will make a saving roll of 1D10 for each hit:

Modifier	Situation
+1	Target element is dug-in or in heavy cover
-1	Target element is infantry in the open and not in a foxhole
-1	Target element is infantry in a wood and is not dug-in
-3	Target element is a soft vehicle

AFVs that are 'hit' also need to save roll 1D10 to see the effect of each hit:

Modifier	Situation
+1	AFV is not open-topped

Result:

Modified Die Roll	Effect
3 or lower	Target destroyed
4 or 5	Target is neutralised. If it is already neutralised the Active player rolls 1D10 needing 5 or better otherwise the target is destroyed
6 or better	Target suppressed

9.5 Escaping from Hit Vehicles

Each infantry group that is carried in or on a vehicle that is neutralised or destroyed must roll to avoid damage.
Score required to survive = 5+ on 1D10.

Modifier	Situation
+2	Vehicle neutralised
-1	Passenger element is a heavy weapons group
-2	Vehicle destroyed by artillery

Failure results in the group's destruction. Surviving groups are neutralised and may stay in the vehicle if the vehicle is neutralised. Elements that leave the vehicle in an artillery fire zone do not test for the effects of the artillery.

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9.6 Artillery Smokescreens

An artillery battery lays a smoke screen that covers the Area of Effect. The screen lasts for 4 turns then it dissipates.

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APPENDIX 1 - DATA

RPGs:

Type	Nation	Firepower (C)	Weight
LRAC89	FRA	(8)	Light
APILAS	FRA	(10)	Heavy
Panzerfaust 44	FRG	(8)	Heavy
RPG7	RUS	(6)	Heavy
RPG16	RUS	(8)	Heavy
RPG18	RUS	(6)	Light
RPG22	RUS	(7)	Light
Carl Gustav M2/M3	SWE	(8)	Heavy
LAW94	UK	(9)	Heavy
M67	USA	(7)	Heavy
M72	USA	(6)	Light

Anti-Tank Guided Missiles

Type	Nation	Firepower	
		K	C
SS11 Harpon	FRA		(11)
MILAN	FRA		(10)
MILAN2	FRA		(12)
HOT	FRA		(12)
AT3 Sagger	RUS		(8)
AT3C Sagger	RUS		(8)
AT4 Spigot	RUS		(10)
AT4B Spigot B	RUS		(10)
AT5 Spandrel	RUS		(12)
AT6 Spiral	RUS		(12)
AT7 Saxhorn	RUS		(10)
AT8 Songster	RUS		(12)
AT9 Spiral 2	RUS		(14)
AT10 Stabber	RUS		(12)
Swingfire	UK		(14)
Shillelagh	USA		(10)
TOW	USA		(12)
ITOW	USA		(14)
TOW2	USA		(15)
Dragon	USA		(9)
Dragon II	USA		(10)
Super Dragon	USA		(12)
Hellfire	USA		(18)

Type	Nation	Gun Calibre	Fire Control	Firepower		Stabilisation	Ammo, Other Weapons & Notes	Protection								Speed
				K	C			Front		Side		Rear		Top		
								K	C	K	C	K	C	K	C	
AMX30B2	FRA	105mm	L	10	(11)	N	c20mm, pvMG	4	(7)	2	(3)	1	(1)	1	(1)	FT
AMX10P	FRA	20mmA	E	3		N	cMG	3	(3)	1	(1)	1	(1)	1	(1)	FT
VAB-VCI	FRA	cpHMG	E			N		1	(1)	1	(1)	1	(1)	1	(1)	FW
AMX10RC	FRA	105mm	L		(10)	N	cMG	2	(2)	1	(1)	1	(1)	1	(1)	FW
VAB-VCAC	FRA	cpMG	E			N	HOT	1	(1)	1	(1)	1	(1)	1	(1)	FW
Leopard 1A3	FRG	105mm	E	9	(11)	Y	cMG, pvMG	5	(9)	2	(4)	1	(1)	1	(1)	FT
Leopard 1A4	FRG	105mm	L	10	(11)	Y	cMG, pvMG	5	(9)	2	(4)	1	(1)	1	(1)	FT
Leopard 2A3	FRG	120mm	D	12	(12)	Y	cMG, pvMG	9	(14)	4	(6)	2	(2)	2	(2)	FT
Marder 1A2	FRG	20mmA	E	3		N	MILAN	4	(4)	2	(2)	1	(1)	1	(1)	FT
Marder 1A3	FRG	20mmA	E	3		N	MILAN2	5	(5)	2	(2)	1	(1)	1	(1)	FT
Luchs	FRG	20mmA	E	3		N		1	(1)	1	(1)	1	(1)	1	(1)	FW
Gepard	FRG	t35mmA	E	4		N	HRF=1	1	(1)	1	(1)	1	(1)	1	(1)	MT
Jaguar 2	FRG						ITOW	3	(7)	2	(5)	1	(1)	1	(1)	MT
M113AO	FRG	cpMG	E					2	(2)	1	(1)	1	(1)	1	(1)	MT
Sh'ot Kal (1973)	ISR	105mm	E	9	(11)	Y	cMG, pvMG	7	(7)	3	(3)	1	(1)	1	(1)	ST
Sherman Mk51	ISR	105mm	E		(11)	N	cMG, pvHMG	5	(5)	2	(2)	1	(1)	1	(1)	ST
Mag'ach 6B	ISR	105mm	L	10	(11)	Y	cMG,2pvMG	8	(8)	3	(3)	1	(1)	1	(1)	MT
Merkava I	ISR	105mm	L	10	(11)	Y	cMG,2pvMG	8	(12)	4	(6)	2	(4)	1	(1)	ST
Merkava IIC	ISR	105mm	L	10	(11)	Y	cMG,2pvMG	8	(12)	4	(6)	2	(4)	2	(3)	ST
Zelda I	ISR	pvHMG	E			N	2psMG	2	(3)	1	(2)	1	(1)	1	(1)	MT
Type 59	PRC	100mm	E	8	(8)	N	cMG, pvHMG	6	(6)	3	(3)	1	(1)	1	(1)	ST
Type 59-II	PRC	105mm	L	9	(11)	N	cMG, pvHMG	6	(6)	3	(3)	1	(1)	1	(1)	ST
Type 69	PRC	100mm	E	8	(8)	N	cMG, pvHMG	6	(6)	3	(3)	1	(1)	1	(1)	ST
Type 69-II	PRC	100mm	L	8	(8)	Y	cMG, pvHMG	6	(6)	3	(3)	1	(1)	1	(1)	ST
YW531	PRC	pvHMG	E			N		1	(1)	1	(1)	1	(1)	1	(1)	MT
T55A	RUS	100mm	E	8	(8)	N	cMG, pvHMG	6	(6)	3	(3)	1	(1)	1	(1)	ST
T55AM2P	RUS	100mm	L	8	(8)	Y	cMG, pvHMG, AT-10	6	(6)	3	(3)	1	(1)	1	(1)	MT
T62	RUS	115mm	E	10	(10)	N	cMG, pvHMG	6	(6)	3	(3)	1	(1)	1	(1)	ST
T64A	RUS	125mm	E	12	(12)	Y	cMG, pvHMG	7	(7)	3	(3)	2	(2)	2	(2)	FT
T64B	RUS	125mm	E	12	(12)	Y	cMG, pvHMG	7	(11)	3	(3)	2	(2)	2	(2)	FT
T64BV	RUS	125mm	L	12	(12)	Y	cMG, pvHMG, AT-8	8	(12)	3	(4)	2	(2)	2	(2)	FT
T72M	RUS	125mm	E	12	(12)	Y	cMG, pvHMG	7	(7)	3	(3)	2	(2)	2	(2)	FT
T72M1	RUS	125mm	E	12	(12)	Y	cMG, pvHMG	7	(10)	3	(4)	2	(2)	2	(2)	FT
T80A	RUS	125mm	L	12	(12)	Y	cMG, pvHMG	8	(12)	4	(6)	2	(2)	2	(2)	FT
T80BV	RUS	125mm	L	12	(12)	Y	cMG, pvHMG, AT-8	8	(14)	4	(6)	2	(2)	2	(2)	FT
BTR60PB	RUS	HMG	E			N	cMG	1	(1)	1	(1)	1	(1)	1	(1)	FW
BTR70	RUS	HMG	E			N	cMG	1	(1)	1	(1)	1	(1)	1	(1)	FW
BTR80A	RUS	30mmA	E			N	cMG	1	(1)	1	(1)	1	(1)	1	(1)	FW
BMP1	RUS	73mm	E		(6)	N	cMG, AT-3C	2	(2)	1	(1)	1	(1)	1	(1)	FT
BMP2	RUS	30mmA	E	4		Y	cMG, AT-5	3	(3)	1	(1)	1	(1)	1	(1)	FT
BRDM2	RUS	HMG	E			N		1	(1)	1	(1)	1	(1)	1	(1)	FW
BRDM3/AT5	RUS					N	ST, AT-5	1	(1)	1	(1)	1	(1)	1	(1)	FW
ZSU23-4	RUS	q23mmA	E			Y	HRF=3	1	(1)	1	(1)	1	(1)	1	(1)	ST
ACRV-2	RUS							1	(1)	1	(1)	1	(1)	1	(1)	MT
Centurion 8	UK	84mm	E	8	(9)	Y	cMG, pvMG	6	(6)	3	(4)	2	(2)	1	(1)	ST
Chieftain Mk5	UK	120mm	E	10	(12)	Y	cMG, pvMG	8	(8)	3	(4)	2	(2)	2	(2)	MT
Chieftain Mk10	UK	120mm	L	12	(12)	Y	cMG, pvMG	8	(8)	3	(4)	2	(2)	2	(2)	MT
Chieftain Mk11	UK	120mm	L	12	(12)	Y	cMG, pvMG	8	(12)	3	(6)	2	(2)	2	(2)	MT
Challenger	UK	120mm	L	12	(12)	Y	cMG, pvMG	9	(15)	4	(8)	2	(4)	2	(2)	MT

Name	Country	Gun					Notes									Type
FV432	UK	pvMG	E			N		2	(2)	1	(1)	1	(1)	1	(1)	MT
FV432 (Peak Turret)	UK	cpMG	E			N		2	(2)	1	(1)	1	(1)	1	(1)	MT
Warrior	UK	30mmA	E	4		N	cMG	3	(3)	1	(1)	1	(1)	1	(1)	FT
Scimitar	UK	30mmA	E			N	cMG	2	(2)	1	(1)	1	(1)	1	(1)	FT
Scorpion	UK	76mm	E		(6)	N	cMG	2	(2)	1	(1)	1	(1)	1	(1)	FT
Striker	UK						cpMG, Swingfire	2	(2)	1	(1)	1	(1)	1	(1)	FT
M48A2	USA	90mm	E	8	(9)	N	cMG, cpMG	6	(6)	3	(3)	2	(2)	1	(1)	ST
M48A5	USA	105mm	E	9	(11)	Y	cMG, pvHMG	6	(6)	3	(3)	2	(2)	1	(1)	ST
M60A1	USA	105mm	E	9	(11)	N	cMG, pvHMG	7	(7)	3	(3)	2	(2)	1	(1)	ST
M60A3TTS	USA	105mm	L	10	(11)	Y	cMG, pvHMG	7	(7)	3	(3)	2	(2)	1	(1)	ST
M1 Abrams	USA	120mm	L	10	(11)	Y	cMG, pvHMG	8	(12)	3	(6)	2	(3)	2	(2)	FT
M1A1 Abrams	USA	120mm	L	12	(12)	Y	cMG, pvHMG	9	(15)	4	(8)	2	(4)	2	(2)	FT
M113A1	USA	pvHMG	E			N		2	(2)	1	(1)	1	(1)	1	(1)	MT
M2A1 Bradley	USA	25mmA	E	4		Y	ITOW	3	(4)	1	(2)	1	(1)	1	(1)	FT
M3A1 Bradley	USA	25mmA	E	4		Y	ITOW	3	(4)	1	(2)	1	(1)	1	(1)	FT
M901A1	USA						TOW2A, pvMG	2	(2)	1	(1)	1	(1)	1	(1)	MT
M981FISTV	USA						pvMG	2	(2)	1	(1)	1	(1)	1	(1)	MT
M163 Vulcan	USA	20mmG	E	3		N	HRF=5	2	(2)	1	(1)	1	(1)	1	(1)	MT