

Jihad Rules

Version 1.7 Updated 7/31/21 Dedicated to Mike Vogell my wargaming buddy for 48 years

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Jihad is a small unit, card driven action game that attempts to emulate the type of situations combat troops experience in regions like Iraq, Afghanistan, Somalia, and Syria.

In the scenarios that have been designed, and in future scenarios we develop, the number and types of figures and vehicles will be specified (see sample Troop Control Sheet page 00). For scenarios you develop, you will need to specify required figures and vehicles.

What you need to play the game:

20, 12 and 6 sided dice, and percentile dice

'Deviation die', sometimes called 'artillery die'. Blast templates marked at 1", 2" and 3" radii.

Bomber template marked at 6" and 3" radii.

Optional - Hit location dice.

Preparing Figures for use in "Jihad" rules

Figure and Vehicle Number Designation Requirements

Note: Black numbers = movement, marked on the back of its base

Red numbers = fire, marked on the back of its base

Figures

Military Fire Teams

All figures on the same fire team have the same black number (from 1-6)

the red numbers for firing should be random (1-6)

Armed Civilians and Insurgents

a black and red random number (from 1-6) is marked on the back of its base

Unarmed

a black number (from 1-6) is marked on the back of its base

Vehicles

All vehicles on one side must have the same black number which prevents traffic jams.

Armed Military

a black 6 and random red number (from 1-6) is marked on the back.

Armed Civilians and Insurgents

a black and red number (from 1-6) is marked on the back.

Unarmed

a black number (from 1-6) is marked on the back.

Generate random numbers with a D6

Armed figures riding in vehicles can fire on their red numbers.



Example American Fire Team

Coalition Troops are organized in four-man fire teams. Each fire team member will have the same black number marked on the back of its base. All vehicles on one side should have the same black number which stops traffic jams..

The Movement and Fire Decks - available for download

Create two cards decks- one black deck to be used for movement, and one red deck to be used for fire. You can either use regular playing cards (two decks will be needed, with identical backs) or use the Jihad Card PDF file available on this site.

There should be 4 sets of cards numbered 1 thru 6 in each deck, and the two decks must be kept separate.

Different size decks are needed for different scenarios. Also as game master you can decide how many sets of 1-6 cards are needed for your scenario. Please use our PDF card file which also gives you 1-6 blue cards for civilian or armed civilian conversions.

Sequence of play

Black movement card drawn.

Effectuated troops move and declare any melee or house attacks

Troops on overwatch fire at moving troops

Any moral rolls made.

Melee's resolved

House assaults resolved

Moral for units, wounded and recovery is rolled

Red fire card drawn.

Effectuated troops fire or go on overwatch

Roll for wound on hit targets.

Roll for moral on all effectuated troops

Starting the Game

MOVEMENT

American and Coalition Troops

American and Coalition troops move as four-man fire teams. Team moves 6" plus a D6 roll. (7 - 12 inches max.)

Fire Penalties

1-6 inches: No firing penalty. Max. move if the model has a leg wound. 7-12 inches: Running: -2 firing.

Indigenous civilians and insurgents

Move 6" plus a D12 roll. (7 - 18 inches max.)

Fire Penalties for Movement

1-6 inches No firing penalty max. move if the model has a leg wound. 3-18 inches running: -2 firing,

Movement Penalties for all

Climbing stairs	3 inches for each floor
Crossing rubble	-2 inches
Climbing thru window or over low obstacles of 4' or less:	-4 inches (gamemaster's judgment call)
Crossing up to chest high water	3" max. move per turn.

Vehicles

- Vehicles move a D20 +6" and they do not have to move their full movement.
Roll once for all vehicles in the same convoy
- Vehicles move on their black number and vehicle mounted weapons fire on their red number.
There is no firing penalty for vehicle-mounted weapons.
- Troops firing from inside of the vehicle fire on their red number and are -1 to their fire if their vehicle is moving.
- Troops can dismount vehicles up to 2" whenever it stops, it does not need to be the figures black move number.
- It takes 1" of forward movement to mount a vehicle.

Aircraft

- Aircraft move 40" + d10

FIRING

Troops fire when their red number comes up.

Small Arms

Weapon Type	Max. Range	Number of 20 sided die to throw for weapon			Penetration Value (PV)
		Regular Fire	Aimed Fire	Beat Zone	
Pistol	12"	2	1	-	0
Shotgun	18"	2	1	1"	2
Sniper Rifle	board	1	1	-	7 or .50 rifle 11PV
Assault Rifle	board	3	2	2"x 2"	7
SAW/Lt MG	board	7	4	3"x 2"	9
.50 Hvy MG	board	6	4	4"x 2"	11

Each D20 equals 1 bullet, the number of dice represent a short burst.

Small Arms Hit Chart

Firer (1d20)	Special Ops.	Elite	Veteran	Average	Poor/Civilian
Target In open	1-10	1-8	1-6	1-5	1-4
Light cover	1-8	1-7	1-5	1-4	1-3
Medium cover	1-6	1-5	1-4	1-3	1-2
Heavy cover	1-5	1-4	1-3	1-2	1
Hard cover	1-3	1-2	1	1	1

Firing over 36" -1 Firing under 12" +1

Light cover: vegetation, trees, crates, or furniture.

Medium cover: low walls, rubble, foxholes, figures lying prone, or unarmoured vehicles.

Heavy Cover: Figures inside buildings; at doors or windows, lightly armored vehicle (HMMWV).

Hard Cover: Figures inside fortifications or pillboxes.

Any thing else cover is up to GM

To Hit

- Roll the number of D20 indicated on weapons chart, for either regular or aimed fire.
Consult small arms hit chart for cover and range adjustment for hit number

Firing While Wounded

- A model with any light wounds takes a -1 penalty to hit.

Aimed Fire

- Aimed fire can only be used if the figure did not move on his last movement phase and is marked with an AIM chet..
- Aimed fire is at +3 to hit. (Example: A 1 -4 would become a 1 - 7, with aimed fire.)

Scoped Weapon

- A scoped weapon is at +2 to hit if aimed shot (+3 to hit) for a total of +5 to hit.

Opportunity/Overwatch Fire

- Opportunity fire - Figure should be marked with a OP chit.
If the figure sees an enemy figure passing through an area in its Line of Sight it can fire.
- Opportunity fire can be taken any time a figure is being charged.
- Opportunity fire is at -2 to hit.
* Aimed fire is not allowed when a model takes opportunity fire.
**Note: if a figure takes opportunity fire it cannot fire the next time its red number comes up. Mark with a fired counter.

Support and heavy weapons

Weapon Type	Max. Range	Short	Medium	Long	Blast Radius	Penetration Value (PV)
LAW/RPG	24"	0-8"	9-16"	17-24"	2"	16
AT-4	24"	0-8"	9-16"	17-24"	2"	20
TOW	36"	1-12"	13-24"	25-36"	3"	20
83mm recoilless	36"	1-12"	13-24"	25-36"	2"	16
AA Man Portable	36"	1-12"	13-24"	25-36"	1"	18
Grenade launch	18"	1-6"	7-12"	13-18"	2"	6
Hand Grenade	12"	1-2"	3-8"	9-12"	2"	6
76mm	board	1-12"	13-24"	25+	4"	16
90mm	board	1-12"	13-24"	25+	3"	20
105mm	board	1-12"	13-24"	25+	3"	25
120mm	board	1-12"	13-24"	25+	4"	30
60mm Mortar	**	**	**	**	2"	15
81mm Mortar	**	**	**	**	3"	20
120mm Mortar	**	**	**	**	4"	25

To Hit roll (1D20)	1-10	1-8	1-6	---	---
Average and poor	1-8	1-6	1-4		

** Weapon can hit anywhere on board.

- All Missile shots at outside of buildings are at +4 (no window or door shot)
- Average and Poor quality troops are always at a -2 to hit.

Mortar and missile hits

Use the appropriate blast template. Center the template over the aim point.

Condition

Result

Center inch of blast: all KIA no armor saves.
 Second inch of blast: roll for wound; Kevlar can save as per wound chart.
 Third inch of blast: (or further) roll odds/evens for each figure or part of figure under template (Do not include weapon's barrels.)

- If a missile is fired at a building, use half of the appropriate template and any figures under the half template inside the building roll for wounds as per wound chart, with armour saves.

Mortar and missile misses

- If fire misses the target, use deviation dice to determine final hit location.
- Apply the appropriate blast results to this spot, affecting all models, even if the effect results in friendly fire casualties. (Oops.)
- A deviation cannot take a missed window or door shot through that opening. The round goes toward the opening and explodes on the outside of the building.

Grenade Hits and Misses

- Thrown hand grenades deviate one half the inches rolled on the deviation die.
- If a grenade hits the outside wall of a building, no figures inside the building take damage.

**Optional 'Woosh' rule for grenades and missiles: A miss is just that, and the grenade or missile explodes harmlessly.

'Deviation die', sometimes called 'artillery die'.



Blast templates marked at 1", 2" and 3" radii. These templates are available from Gale Force Nine



Wounds and Damage

Wound Chart

Roll a D20 for each wound scored.

1	Head KIA (No save)
2	Chest KIA (US: 2 wounds <kevlar save>)
3	Full Body hit: 2 wounds (No move or fire) (US: 50%, 2 wounds or 1 wound <Kevlar save>)
4-5	Stomach hit: 2 wounds (No move or fire) (US: 50%, 1 wound or no effect <Kevlar save>)
6-8	Left leg: 1 wound (No Running)
9-11	Right leg: 1 wound (No Running)
12-14	Left Arm: 1 wound (No aimed fire)
15-17	Right Arm: 1 wound (No aimed fire)
18	Full Body hit: 2 wounds (No move or fire) (US: 50%, 1 wound or no effect <Kevlar save>)
19	Chest KIA (US: 50% 1 wound or no effect <kevlar save>)
20	Head KIA (US: 50% 1 wound or no effect <kevlar helmet save>)



As an alternate you can use these wound dice and apply results to head on the left.

*Hit Location dice are available from
Harmony House Hobbies
301-371-8119*

50/50 Rule roll D6

Implement the 50/50 rule in the instances indicated above, and to determine the success or failure of a task like forcing a door, jump starting a car etc.

Effectuated player calls high or low and rolls a D6 1,2,3 low, 4,5,6 High.

Wound Results

1st light wound: Figure can still operate, but with the limitations listed below:

Leg wound: This model may not run rest of game. 6" move max.

Arm wound: This model fire is -1.

2nd light leg wound no movement rest of game can still fire at -2. second arm wound can fire at -2 rest of game.

3rd light wound: out of action or KIA!

MELEE

Melee Resolution

Melees takes place when one figure charges another, with the intent of inflicting grievously bodily harm.

A figure may declare a charge on its black movement number.

To start a charge, the player must roll morale for each figure he wants to charge with. Any figures that pass morale then roll for movement and adds 4" to total.

If figures can reach their targets, move those figures into base-to-base contact.

Any figures that are being charged, that has or had LOS to charger, may take opportunity fire, at -2 to hit, as long as this fire could be taken before base-to-base contact.

On a successful charge, both players throw a D20; after applying any modifiers the figure with the higher result wins the combat.

Scoring 1 wound throw wound dice no armor saves.

Melee Modifiers

Condition	Modifier
Charger:	+1
Special Ops., Delta Force, Navy Seals, etc.:	+3
Elites, Marines, Airborne:	+2
Veterans:	+1
Average:	+0
Poor, Civilians	-1
Defender took opportunity fire at incoming chargers:	-1
Each Lt. wound; attacker and defender:	-1

MORALE

Figure rolls a D20 for morale when:

- Insurgent troops attempt to charge.
- When insurgent receives 2 Lt wounds. optional
- When insurgent troops take fire from a heavy weapon or .50 cal MG
- When armored vehicles or aircraft attack insurgent troops. optional
- When regular troops fire teams suffer 50% casualties.

Morale Result Table

Roll Results for insurgents

- 1-4: This figure goes fanatic; it makes no morale rolls for rest of game and has no light wound penalty in melee. it must charge closest enemy if it has the movement to do so.
- 5-13: This figure has good morale
- 14-15: This figure goes prone; it can fire but it cannot move until it passes a morale test. If charged it will fall back 1.
- 16-17: This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19: This figure falls back two moves to cover and remains there until it passes a morale test.
- 20: This figure runs off of the board by the shortest route.

If a figure cannot fall back or route it surrenders

Roll Results for regular troops

- 1-14: This figure has good morale
- 15-16: This figure goes prone; it can fire but it cannot move until it passes a morale test. If charged it will fall back 1.
- 17-18: This figure falls back one move to cover and remains there until it passes a morale test.
- 19-20: This figure falls back two moves to cover and remains there until it passes a morale test.

If a figure cannot fall back or route it surrenders

SPECIAL RULES

Suicide Bombers

Starting with Scenario Two you can add a suicide bomber to the insurgent force. This should be an unarmed civilian figure with only a black number on its base.

When bomber figure's black number comes up, he throws his die for movement and can move up to that much. Roll D20 to see if his detonates himself odd he goes off or even he does not.

Defenders can take opportunity fire as soon as they see this figure or feel this figure is a threat, at -2 to hit. If the bomber is wounded in the chest or stomach, the defender gets an odds no detonation, Even vest goes off where the bomber first came under fire.

If bomber makes it to his target and successfully detonates bomb the blast is a 6" template. Every figure fully or partially under the center 3" is KIA.

At 3 to 6" roll for two wounds on each figure completely under template, and roll for one wound if the figure is only partially under template.

If the bomb does not detonate, the suicide bomber can try it again when his black number comes up again.

Intelligence

Starting with Scenario Two the ability to gather intelligence becomes important to the game. The play testers have come up with a great intelligents system that keeps the game moving at a brisk pace.

To gather intelligence, a trooper can ask a civilian figure for information by using an odds/evens roll. If his call is correct look at the black number on the figures base and that number indicates the amount of intelligence he gathers from that figure. This number is represented as a percentage; 1=10% to 6=60%.

At any time the US commander can throw the percent dice to see if the intelligence gathered so far in the game, has added up to anything useful

EXAMPLE: On the 3rd move of the game all of his units have gathered 40% If he rolls 1 thru 40 on percentile dice he can make a roll on the Intelligence chart which is designed for each scenario.

If he misses he learns nothing and loses all intelligence that has been gathered in the game, so far.

Sample Intelligence Chart.

Roll Intelligence gathered

- 1 - Chemical Ali is hiding in building # ?
- 2 - The arms dealer is hiding in building # ?
- 3 - The arms cache is in building #?
- 4 - A top wanted man drives a black SUV
- 5 - Weapons of mass destruction in building #?
- 6 - The money cache is in building #?

This list can have as many or as few items as you want just make sure you can roll all the numbers with a comprabal die D6 thru D20. You may want to mark each building with a number so they will be easy to find on the board.

VEHICLE COMBAT RULES

Vehicle/Building/Air Armor Values (Typical)

Ground Vehicle Type	Modifier	Building Type	Modifier
Bicycle	0	Wooden building	10
Motorcycle	2	Adobe/mud structure	12
Motorcycle w/sidecar	3	Cement structure	16
Sedan (typical)	10	Bunker	28
Pickup, Van, truck	12	Light bost	11
Armored Pickup, Van, truck	14		
HMMWV (Dum-vee)	12	Airborne Vehicle Type	Modifier
HMMWV, Armored	16	UAV-1Predator	12
STRYKER	18	Blackhawk	16
M113A	17	Osprey	18
M2 Bradley	20	A-10	28
Light Soviet tanks APC's	20	Chinook	20
M1A1	26		
M1A2	28		



If model is not on chart GM assigns a armor value.

Damage Modifier Value (DMV)

To determine the damage modifier value (DMV) (to be applied to the damage effect chart) for any successful hit, subtract the weapon Penetration Value (PV) from the vehicle Armor value (AR).

$$(AR - PV) = DMV$$

*Note: the DMV may result in a negative number.

(Good news for the Shooter; not so good news for the intended target)

Example

RPG Hits a Humvee

Humvee AR = 12

RPG PV = 16

DMV = -4

D20 roll = 12

Total = 8 on Damage effects chart - Engine/Suspension seriously damaged, vehicle half speed for rest of game.

2nd hit in same place will immobilize the vehicle.



Ground Vehicle Damage Effect Chart

Roll a D20 for each hit scored and add or subtract the DMV.

Roll	Result
18+	No Substantial Damage
16-17	No Substantial Damage-crew shaken-no fire this turn
14-15	Driver and crew stunned this turn-vehicle loses control roll deviation, if moving vehicle moves 6" and stops.
11-13	Secondary Weapon damaged, no fire rest of game and gunner takes 1 wound. (roll for wound) (If no Secondary, then one crewman takes a light wound)
9-10	Primary Weapon damaged, no fire rest of game and gunner takes 1 wound.
7-8	Engine/Suspension seriously damaged, vehicle half speed for rest of game. 2nd hit will immobilize the vehicle.
6	Crew Compartment Hit-all occupants take wound. (roll for wound) includes all troops in APC.
5	Engine/Suspension seriously damaged, vehicle half speed for 3 turns, before becoming immobile. 2nd hit will immobilize the vehicle.
4	Crew Compartment Hit-all occupants take 2 wounds. (roll for wound)
3	Vehicle Seriously Damaged, no further movement allowed. Occupants may bail out.
1-2	Vehicle Damaged (as above), plus weapons damaged and all occupants takes 1 wound. (roll for wound) (No further fire allowed) Occupants may bail out.
0	Vehicle Damaged (as above), vehicle on fire, plus all occupants take 2 wounds (roll for wound). Occupants may bail out.
<0	Vehicle Explosion -all occupants KIA, no save.

Building Damage Effect Chart

Roll a D20 for each hit scored and add the DMV.

Roll Result

- 17+ No Substantial Damage -5 DVM on next and each additional hit.
- 10-16 All occupants of building -1 firing while from building, -5 DVM on next and each additional hit.
- 5-9 Floor above level that is hit caves in all occupants take 1 light wound and -5 DVM on next and each additional hit.
- 4> Building destroyed all occupants roll 2 wounds no armor saves .

Aircraft Fixed Wing Damage Effect Chart

Roll a D20 for each hit scored and add or subtract the DMV.

Roll Result

- 18+ No Substantial Damage
- 16-17 No Substantial Damage-crew shaken-no fire this turn
- 14-15 Pilot stunned aircraft vers 45 degrees 1,2,3 left or 4,5,6 right, maintain current speed
- 11-13 Secondary Weapon damaged, no fire rest of game and gunner takes 1 wound. (roll for wound)
(If no Secondary, just pilot takes 1 wound.)
- 9-10 Primary Weapon damaged, no fire rest of game and pilot takes 1 wound.
- 7-8 Engine/Propulsion seriously damaged, aircraft leaves board immediatly, no fire.
- 6 Cockpit Hit-all occupants take 1 wound. (roll for wound)
- 5 Engine/Propulsion seriously damaged, , aircraft leaves board immediatly.
- 4 Cockpit Hit-all occupants take 2 wounds. (roll for wound) **
- 3 Aircraft Seriously Damaged, aircraft can fire than leaves board immediatly, no fire.
- 1-2** Aircraft Crashes, (roll for 1 wound) Occupants may bail out on ground.
- 0 Aircraft Crashes (as above), aircraft on fire, all occupants take 2 wounds (roll for wound).
Occupants may bail out on ground.
- <0 Aircraft Explosion –all occupants KIA, no save.

**If all pilots die while vehicle is airborne,
vehicle crashes (see '0' result listed above.)



Helicopter Damage Effect Chart

Roll a D20 for each hit scored and add or subtract the DMV.

Roll Result

- 18+ No Substantial Damage
- 16-17 No Substantial Damage-crew shaken-no fire this turn
- 14-15 Fast evade aircraft vers 45 degrees 1,2,3 left or 4,5,6 right, maintain current speed, any firing misses
- 11-13 Secondary Weapon damaged, no fire rest of game and gunner takes 1 wound. (roll for wound)
(If no Secondary, pilot takes 1 wound.)
- 9-10 Primary Weapon damaged, no fire rest of game gunner takes 1 wound. if no gunner pilot takes 1 wound**
- 7-8 Engine/Propulsion seriously damaged, aircraft rolls deviation die continues in that direction for 12" makes soft landing **
Roll 1D6 for each occupant 1-3 no wound, 4-6 roll one wound.
- 6 Cockpit Hit all occupants Roll 1D6 for each occupant 1-3 no wound, 4-6 roll one wound.**
- 5 Rear rotor damaged, spin in crash roll deveation die and move 6" to ground
Roll 1D6 for each occupant 1-2 no wound, 3-6 roll one wound
- 4 Cockpit Hit-all occupants (roll for wound) ** Roll 1D6 for each occupant 1-2 no wound, 3-6 roll one wound
- 3 Aircraft Seriously Damaged, aircraft rolls deviation die continues in that direction for 12" makes soft landing.**
Roll 1D6 for each occupant 1-3 no wound, 4-6 roll one wound1-2**
- 2 Aircraft Crashes, aircraft rolls deviation die continues in that direction for 12" makes hard landing
Roll 1D6 for each occupant 1-2 no wound, 3-6 roll one wound.
- 1 Aircraft Explosion – all occupants KIA, no save.
- <0 Aircraft Explosion – all occupants KIA, no save.

**If all pilots die while vehicle is airborne,
vehicle crashes (see '0' result listed above.)

House to House special rules

Movement

Trying/Forcing door takes -1" of forward movement.
Climbing or crossing fences -2" of movement for each vertical inch.
Maximum climb 3" without aid (rope, ladder etc.)
Climbing through window -4" of forward movement.
Climbing stairs -3" of forward movement for each floor, up or down.
Figures have 1" zone of control if enemy figures try to pass them.
Cards are suspended until assault is resolved.

Firing

Figures in buildings always get light cover (bad light and furniture) from assaulting troops
Figures in prepared interior positions get medium cover as long as they do not move.
RPG's cannot be used inside buildings if both shooter and target are in the same room.

Wounds

Figures with 2 light wounds can continue to melee at -2

Morale

Inside assaulted buildings only Insurgents throw for morale.
1-6 figure goes fanatic and MUST charge closest enemy fights at -1 with 1 or 2 light wounds.
7-10 OK
11-14 retreat 1 move 6" + D12 than tries to rally
15-20 retreats 2 moves than tries to rally
If figure cannot retreat without going thru the enemy's zone of control of 1" it MUST surrender lay figure face down.
Retreating figures can exit through doors, stairs, and mouse holes to other buildings unless blocked.

House Assault

Fought in combat phases

1. Commander declares assault on house and discribes plan to GM
How many thru which door, 2 per door per combat phase, 1 through window per combat phase.
2. Insurget player rolls 1D20 on Random Occupation Chart
Resolve booby traps on doors or windows if any, 50/50 roll.
Place assaulting troops on floor plan and resolve any trip wires on floor, 50/50 roll.
3. If that floor is empty GM declares clear, at least 1 figure must go to each floor for building to be cleared.
4. If Insurgents/Civilians are in house player notes what is on what floor if building is more than 1 floor including roof.
Insurget player places his figures on the floor plan facing the enemy and rolls 1D6 for pieces of furniture/boxes etc.

Start 1st Combat Phase

1. Coalition player rolls 1D6, On a 1 he fires all his troops first. on a 2 thru 6 the Insurgent player fires his troops first.
Insurgent player has advantage upon initial assault.

If **Stun grenades** are used on a result of 1-4 coalition fires first. Stun grenades must be noted on troop control sheet.

2. First fire resolved, wounds rolled for and resolved, morale rolled if applicable and resolved.
Not simultaneous so any kills do not get to fire back and wounded fire and melee with penalties.

3. Return fire resolved as above.

End first Combat Phase

Second Combat Phase

1. Roll initiative 1D20 and add for troop type, high wins, both sides move troops into fight.
These would be only insurgent troops that are already in building on other floors.
And assaulting troops that did not make it in on the first round.
still limited to 2 figures thru doors and stairs and 1 through windows.

2. Winner firers first

3. loser fires

Repeat 1 thru 3 untill 1 side is victorious.

Random Activation Occupation Chart

On a black 1 or 6 the insurgent player rolls a D20 on the Occupation Chart for what ever building he wants as long it is not occupied or has been cleared by the coalition player and has not been rolled for before. If 2 Insurgent players they will roll alternately. Insurgent player can move these troops/civilians on their black numbers where ever he wants.

Random Occupation Chart

We hope this chart will add some suspense and surprise to the house to house scenario. It also will allow you to play the house to house game with everything from a small hamlet to a city without documenting the locations of every troop in the game. This is only a suggested chart you may want to add things like Heavy MG, vehicles and objectives like weapons caches.

D20

1	Door trap 2" burst 50/50 to go off, house empty
2	1D6 insurgents 1RPG and 1 LT MG
3	3 Insurgents 1RPG
4	2 Insurgents 1 LT MG
5	2 Insurgents
6	Empty
7	1D6 insurgents
8	1 insurgent, 3 civilians
9	2 civilians
10	Trip wire 2" burst 50/50 to go off, house empty
11	2 insurgents, 1 civ., prepared
12	2 Civilians
13	2 insurgents, 1 civ., prepared
14	2 Civilians
15	1 insurgent, 3 civilians
16	Empty
17	2 Insurgents 1 LT MG
18	3 Insurgents 1RPG
19	1D6 insurgents 1RPG and 1 LT MG
20	Door trap 2" burst 50/50 to go off, house empty

Suggest using the point system below to determine winner of a house to house game.

Points

Insurgents

building held 5

building recaptured 15

civilian controled 5

coalition killed 10

coalition wounded 5

coalition captured 25

Coalition

building Secured 15

civilian saved 2

insurgent killed 5

insurgent wounded 3

insurgent captured 10

Special Weapons Rules

Sniper Rules

Sniper position on board is noted and shown to GM. Use building tracking form.

Snipers move and fire as per there black and red numbers.

Each new position is noted and shown to GM throughout game.

In the Fire round the sniper(s) fires first.

When the sniper firers from a new position target unit rolls percentage dice on a 1 thru 10 he is spotted and can be fired on by troops on overwatch or who;s red number is active if they have LOS to the target.

Snipers 2nd shot from same position 1-40 sniper is spotted.

Snipers 3rd shot from same position 1-70 sniper is spotted.

Snipers 4th shot from same position is automatically spotted.

Claymore Mines Penetration value 10

If the scenario includes Claymore's. The player sets them before the game starts and shows GM where they are.

Mines cannot be moved after the game starts.

One miniature must be assigned to control each mine, it must be within 6" of mine to trigger it.

He can be in total cover.

He is always in overwatch while in control of mine and can trigger it on the enemy's move at the best time.

If he moves more than 6" away from mine or fires his weapon he no longer controls mine and cannot retake control until his red number comes up.

Use template to determine casualties.

Penetration value 0 to 1" 10 1" to 3" 8 3" to 6" 6

Demolition Pack Penetration Value 25

Each pack must be assigned to a figure.

Figure moves to object to be destroyed on it's black number

The charge is properly planted when his red number comes up.

He moves away on his black number and the charge goes of at the ned of that movement phase.

Use proper template to determine damage.

Proper plant template PV 25/16/10

Dropped template PV 0 to 1" 25 1" to 3" 16 3" to 6" 10

Emergency First Aid

An adjacent medic figure may be used to assist a wounded figure and ready him for continued combat or emergency transport.

Roll 1d20 minus the number of turns since the wound occurred:

Example: D20 roll =15 figure has been wounded 3 turns 15 - 3 = roll equals 12 wound reduced by 1

Roll 8+ = Figure and wound is stabilized. Reduce the figure by 1 wound 'only'**.

Less than 8 = First Aid is unsuccessful. Try again next turn.

**Note:

A wounded figure can never have less than 1 wound.

A figure receiving a third wound can be treated by a medic and brought back from the brink of death to a two wound status, but never less than 2 wounds, even with continued treatment. The remaining two wounds will need to be dealt with at a medical facility.

A figure receiving a definitive KIA with one result, may not be treated. (I.E.: 'Head KIA, no save' or 'Vehicle Explosion KIA'.)

Special Air Assault Rules

Straffing Runs fixed or rotor

Straight line only low level

Declare direction of run - aircraft move 40" +D6

Place Straffing templet 3" wide by 12" long anywhere along the run path.

For machine guns and auto cannons

Roll 1 D20 for each troop under templet 1-7 hits all hits kill no armour saves.

Roll 2 D20 for each vehicle under templet 1-10 hits. use Penetration Value (PV) from weapons below

Use the vehicle combat rules page 5 to compute damage.

For Missiles roll 1 D20 for each missile 1-10 hits

Weapons	PV	For air to ground missiles	PV
Light MG	11	AGM-65 Maverick	30
Heavy MG	13	AGM-114 Hellfire	25
20mm	18	BGM-71 TOW	20
30mm	25		

Use the vehicle combat rules page 5 to compute damage.

AA fire at fixed wing

All AA weapons are always on overwatch and may fire at any aircraft that overfly their 36" zone of control.

Weapon Type	Max. Range	Short	Medium	Long	Blast Radius	Penetration Value (PV)	
SA-18 Grouse	36"	1-12"	13-24"	25-36"	1"	18	Russian man portable missile
To Hit roll (1D20)	---	1-10	1-8	1-6	---	---	can reload on its black number

ZU-23	36"	1-12"	13-24"	25-36"	2x2	14	Russian auto cannon
To Hit roll (4D20)	---	1-8	1-8	1-4	---	---	

If AA weapon comes out of overwatch to fire on ground targets, it must go back on overwatch on its red fire number before it can fire at aircraft again.

Aircraft get 1 missile anti AA roll D20 1-7 defeats missile.

Non AA Machine guns can fire at aircraft fly overs

-3 to hit if both shooter and target are moving

-2 to hit if only 1 is moving

AA fire at helicopter

SA-18 Grouse	36"	1-12"	13-24"	25-36"	1"	18	Russian man portable missile
To Hit roll (1D20)	---	1-12	1-10	1-8	---	---	can reload on its black number

ZU-23	36"	1-12"	13-24"	25-36"	2x2	14	Russian auto cannon
To Hit roll (4D20)	---	1-12	1-10	1-8	---	---	

Use the vehicle combat rules page 5 to compute damage.

Machine gun can fire at aircraft fly overs

-3 to hit if both shooter and target are moving

-2 to hit if only 1 is moving

-1 if aircraft is hovering

Normal fire if both are stationary.

Troop Air Insertion - Helicopter

Aircraft moves from off board to LZ

Along the way all AA weapons can take their overwatch fire if chopper comes within their 36" zone of control.

If the chopper lands at the LZ all troops can disembark within 3" of the Chopper.

Aircraft must stay on the ground for 1 black card pull and then leave the board

AA weapons can take their overwatch fire as chopper leaves if it comes within their 36" zone of control

While on the ground any enemy troops can fire at aircraft on their red numbers if they have LOS.

Fast Roping insertion

Aircraft moves from off board to LZ

Along the way all AA weapons can take their overwatch fire if chopper comes within their 36" zone of control.

If the chopper makes it to the LZ up to 5 troops can rope down each black card pull. (Not the black move number of the trooper for helo unload only)

Roll D20 for each man, 20 = fall roll for wound armor save for head wound only.

Aircraft must hover for 1 black card pull for each 1-5 man group when empty it leave the board

AA weapons can take their overwatch fire as chopper leaves if it comes within their 36" zone of control

While hovering any enemy troops can fire at aircraft on their red numbers if they have LOS.

Repelling

Roll As usual for movement.

It takes 3" of movement to secure rope to terrain and then take rest of movement.

Climbing up rope takes 3" of movement for 1" vertical movement.

Roll D20 for each man, 20 = fall roll for wound armor save for head wound only.

K-9

Dog moves with handler.

Dog can be given command at any time by handler.

Attack:

Dog moves up to 18" and attack.

Attacked man can take opportunity fire at -2.

If dog hit make armor save D20 handler call high/low.

No save dog dead.

Melee

Dog rolls D10 +2 for charge

Man rolls D10 +1 if fanatic

High die wins If man wins by 3 or more dog dead, by 1 or 2 roll for wound.-1 melee

If dog wins by 5 or more man dead, 1-4 dog holds man for handler.

Search

For items or hidden enemy - dog Within 12" of handler, rolls D20 calls high item found low roll dog detects nothing

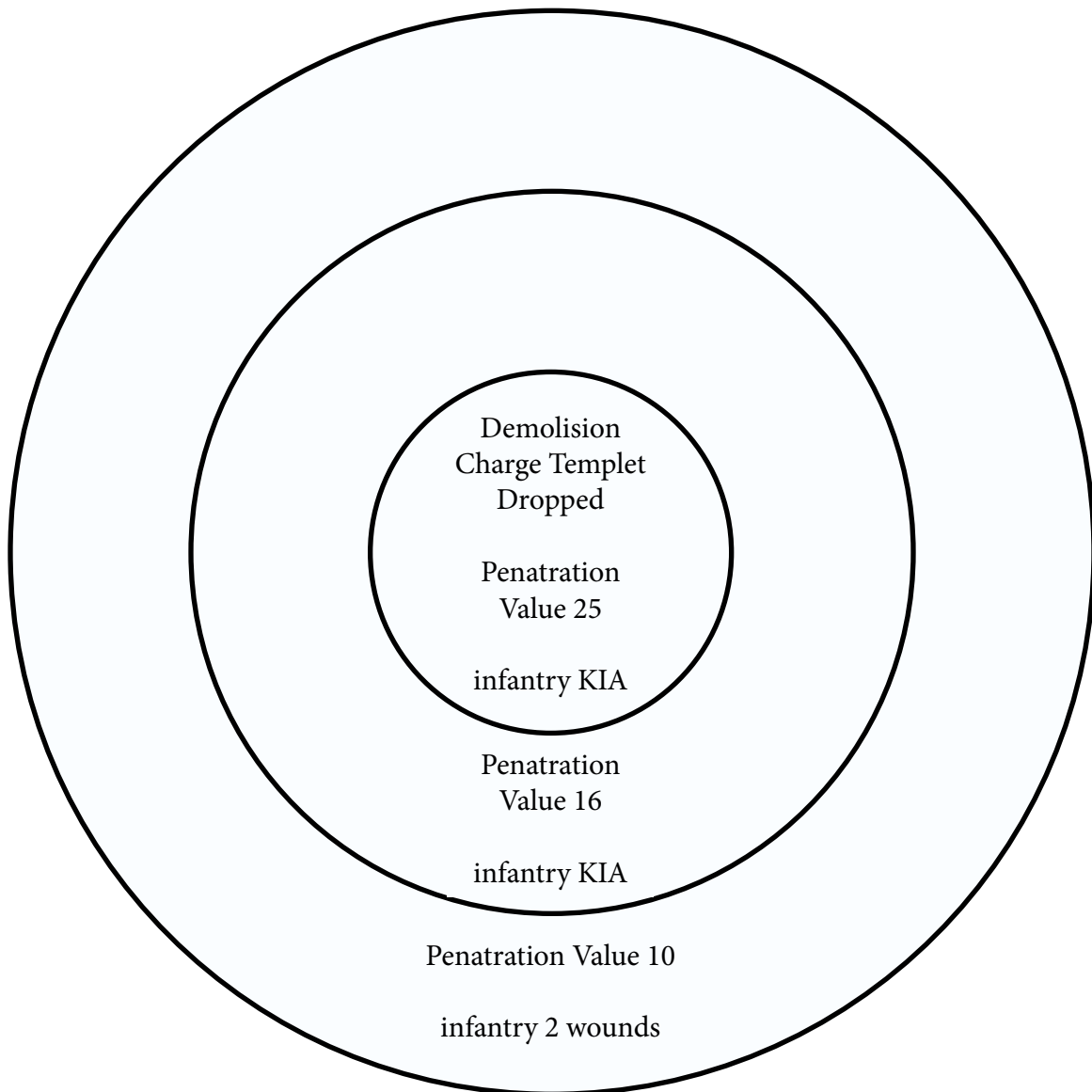
So dog may miss some thing

Example handler commands dog to search open door and rolls high dog indicates enemy present. If handler rolls low even if there are enemy in building dog does not sense them.

Retrieve

Any thing dog can grip with teeth

1 - 30 lbs normal movement, 31 - 60 lbs 1/2 movement, 60 - wounded man 1" per turn.



Penetration Value 10

infantry 2 wounds

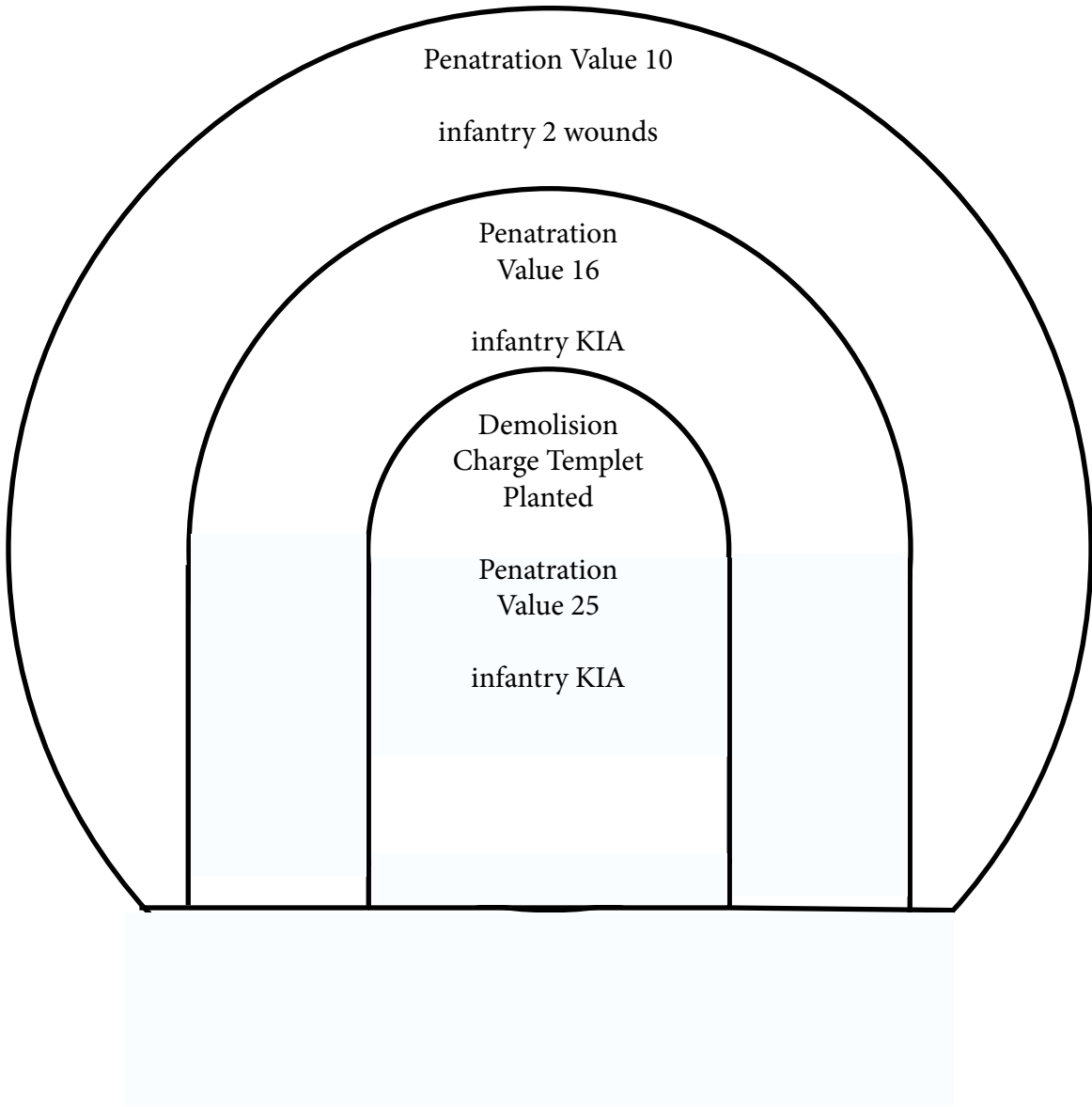
Penetration
Value 16

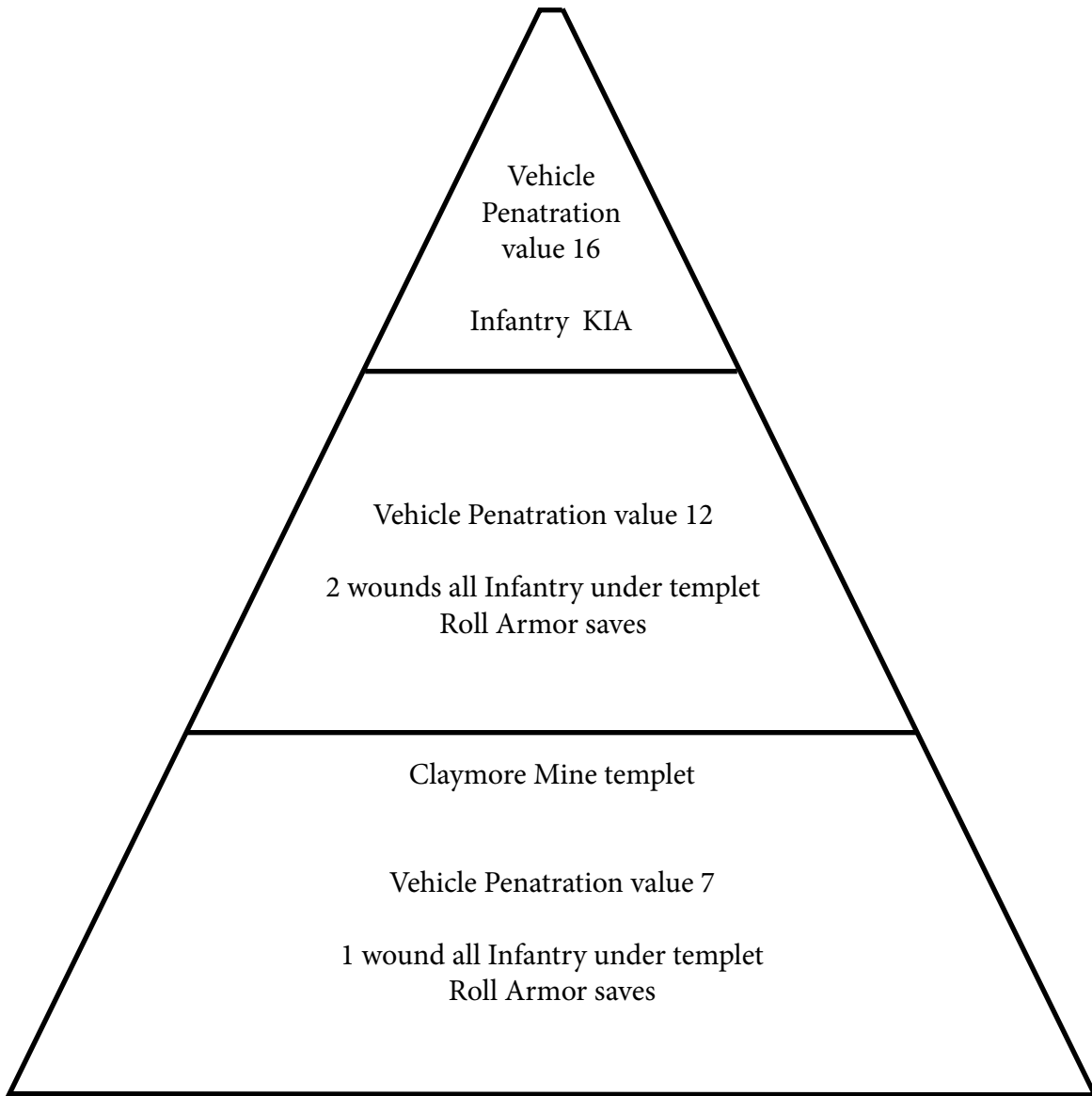
infantry KIA

Demolition
Charge Templet
Planted

Penetration
Value 25

infantry KIA





What you need to play the game:

6 sided dice, 12 sided dice, 20-sided dice,
Percentile dice (2 separate-color D10 dice), Deviation dice (Artillery Die) (see photo)
Optional: Hit Location Dice (see photo)
Blast templates marked at 1", 2", and 3: radii.
Bomber template marked at 3", and 6": radii.
Game Cards- 24 black 1 thru 6 x 4 and 24 Red 1 thru 6 x4
Troop Control Sheet (see page 00)
Building Tracking Form (see page 00)
Claymore Mine Blast/PV Template (see page 00)
Demolition Pack Properly Charged Blast Template (see page 00)
Demolition Pack Dropped/Thrown Blast Template (see page 00)
Straffing Template 3" wide by 12" long
Markers for wounds, morale and Oppertunity Fire