

Jihad Rules

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Dedicated to Mike Vogell my wargaming buddy for 48 years.

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Jihad is a small unit action, card driven game that tries to emulate the type of situations US and coalition troops currently experience in the Middle-eastern regions of Iraq, Afghanistan, Somalia, and etc.

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 to use in Jihad

In the scenarios that we have an plan to publish in the future, we will provide the number and types of figures necessary for each scenario. Otherwise, for your own games, the numbers and types of figures are up to you.

Combat figures must have a red and a black number (1 – 6) marked on the back of its base.

All unarmed figures must have a black number (1 –6) marked on the back of its base.

Armed Combat Vehicles also get Black movement, and red fire numbers on them 1 thru 6. Armed figures riding in vehicles can fire on their red number.



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. A vehicle assigned to a fire team should have the same black number.

Black move number 1, marked on all 4 figures in US fire team photo above. Additional fire teams can have move numbers 2,3,4,5,6. You can repeat numbers if using more than 6 fire teams. Red fire numbers marked one to a figure; 1, 2, 3, 4, 5, and 6

The unarmed civilians and vehicles only have black numbers on their bases and armed civilians and Insurgents have both black and red numbers on their bases.

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.

Starting the Game

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

For special movement and all sorts of physical tasks like moving crates or forcing doors etc. the game master can use the odds/evens rule to determine success.

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 for American and Coalition Movement

1-2 inches: No firing penalty.

3-6 inches: Walking: -1 when firing. Max. move if the model has a leg wound.

7-12 inches: Running: -2 when firing.

Indigenous people and insurgents move 6" plus a D12 roll. (7 - 18 inches max.)

Fire Penalties for Iraqi Movement

1-2 inches No firing penalty

3-9 inches Walking: -1 firing, max. move if the model has a leg wound.

10-18 inches: Running: -2 when 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.**
- Vehicles move on their black number and 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 -2 to their fire if their vehicle is moving.

FIRING

Figures fire when their red number comes up.

Small Arms

Weapon Type	Number of 20 sided die to throw for weapon				
	Max. Range	Regular Fire	Aimed Fire	Beat Zone	Penetration Value (PV)
Pistol	12"	2	1	-	0
Shotgun	18"	5	2	1"	2
Sniper Rifle	board	1	1	-	4
Assault Rifle	board	3	2	2"x 2"	7
SAW/Lt MG	board	7	4	3"x 2"	9
Hvy MG	board	9	5	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.

To Hit

- Roll the number of D20 indicated on weapons chart, for either regular or aimed fire.

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 +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 and must also be an aimed shot (+3 to hit) for a total of +5 to hit.

Opportunity/Overwatch Fire

- Opportunity fire can be taken any time a figure is being charged.
 - Opportunity fire is at -2 to hit.
 - Aimed or scoped 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.

- Overwatch fire** - Figure should be marked with a OW chet. If the figure sees an enemy figure passing though an area in its Line of Sight it can fire.

Ranged Weapons (MISSILES and GRENADES)

Weapon Type	Max. Range	Short	Medium	Long	Blast Radius	Penetration Value (PV)
LAW/RPG	24"	0-8"	9-16"	17-24"	2"	16
TOW	36"	1-12"	13-24"	25-36"	3"	20
Grenade launch	18"	1-6"	7-12"	13-18"	2"	6
Hand Grenade	12"	1-2"	3-8"	9-12"	2"	6
60mm Mortar	**	**	**	**	2"	15
81mm Mortar	**	**	**	**	3"	20
120mm Mortar	**	**	**	**	4"	25
To Hit roll (1D20)	—	1-10	1-8	1-6	—	—

** 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 -1 to hit.

Mortar and missile hits

Use the appropriate template. Center the template over the hit marker.

Condition	Result
Center inch of blast:	all KIA
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.)

- Figures inside of a building touched by a template are KIA even with Kevlar body armor.
- 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 amour saves.

Mortar and missile misses

- If a mortar misses the target, use deviation dice to determine final hit location. A reverse arrow indicates round lands 3" short of target.
- 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.

'Deviation die', some-times called 'artillery die'.



Blast templates marked at 1", 2" and 3" radii. These templates are available from Gale Force Nine, LLC. E-mail: info@gf9.com 434-978-7080



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.
- A reverse arrow indicates a throw 2" short of the target.

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>)

***Optional 'Woosh' rule for grenades and missiles: A miss is just that, and the grenade or missile explodes harmlessly. Use this rule for people who want a faster, but less satisfying game.*



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

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

50/50 Rule

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.

Arm wound: This model may not use aimed fire rest of game.

2nd light wound: Figure can fire, and roll for morale.

3rd light wound: out of action or KIA!

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 - # turns since the wound occurred and consult the following table:

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 an allied 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'.)

MELEE

Melee Resolution

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

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. Any figures that pass morale then roll for movement and add 4" to total.

If any 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.

Loser is out of action for the remainder of the game.

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

Troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receive 2 Lt wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft attack insurgent troops.

Morale Result Table

Roll	Result
1-4:	This figure goes fanatic; it makes no morale rolls for rest of game and has no light wound penalty in melee.
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.

VEHICLE COMBAT RULES

Vehicle Armor Values (Typical)

Ground Vehicle Type	Modifier
Bicycle	0
Motorcycle	2
Motorcycle w/sidecar	3
Sedan (typical)	10
<i>Wooden Structure</i>	10
Pickup, Van, truck	12
<i>Adobe/Mud type structure</i>	12
Armored Pickup, Van, truck	14
HMMWV (Dum-vee)	12
HMMWV, Armored	16
<i>Cement Structure</i>	16
STRYKER*	18
M113A*	17
M2 Bradley*	20
T-34	22
M1A1*	26
M1A2	28

For unlisted vehicles GM should assign a Armour value.



Airborne Vehicle Type	Modifier
UAV-1Predator	12
Blackhawk	16
Osprey	18
A-10	28

Armor Modifiers:

- *Anti-RPG skirt +5 (vs. RPG's only)
- Each previous hit causing damage -5
- Aimed Shot (represents shooting at a vehicle weak spot) +1



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 Rating (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 rol = 12
 - DMV = -4
 Total = 8

On Damage effects chart - Engine/Suspension seriously damaged, vehicle half speed for rest of game.
 2nd hit will immobilize the vehicle.



Ground Vehicle Damage Effect Chart

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

Roll	Result
18+	No Substantial Damage
16-17	No Substantial Damage-crew shaken-no fire next red 6.
14-15	Driver and crew stunned this turn-vehicle loses control-roll deviation, maintain current speed
11-13	Secondary Weapon damaged, no fire rest of game and gunner takes 1 wound. (roll for wound) (If no Secondary, then Primary weapon.)
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 1 wound. (roll for wound)
5	Engine/Suspension seriously damaged, vehicle half speed for 1d12 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 KIA.

Airborne Vehicle Damage Effect Chart

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

Roll	Result
18+	No Substantial Damage
16-17	No Substantial Damage-crew shaken-no fire this turn
14-15	Pilot and crew stunned this turn-vehicle loses control-roll deviation, maintain current speed
11-13	Secondary Weapon damaged, no fire rest of game and gunner takes 1 wound. (roll for wound) (If no Secondary, then Primary weapon.)
9-10	Primary Weapon damaged, no fire rest of game and gunner takes 1 wound.
7-8	Engine/Propulsion seriously damaged, vehicle half speed for rest of game. 2nd hit will cause emergency landing.
6	Crew Compartment Hit-all occupants take 1 wound. (roll for wound)
5	Engine/Propulsion seriously damaged, vehicle makes emergency soft-landing immediately. (up to 1/2 full move)
4	Crew Compartment Hit-all occupants take 2 wounds. (roll for wound)
3	Vehicle Seriously Damaged, vehicle makes emergency hard-landing immediately. (up to 1/4 full move)
1-2**	Vehicle Crashes, plus weapons damaged and all occupants takes 1 wound. (roll for wound) (No further fire allowed) Occupants may bail out on ground.
0	Vehicle Crashes (as above), vehicle on fire, plus all occupants take 2 wounds (roll for wound). Occupants may bail out on ground.
<0	Vehicle Explosion –all occupants KIA, no save.

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



SPECIAL RULES

Suicide Bombers

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 distance. Roll to see if his detonates himself using the odd or even rule.

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 hit in the chest or stomach, the defender gets an odds/evens call first, to see if the suicide bomber detonates, and second, if it 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. (Use the 'weapon barrel' rule)

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

Intelligence

The play testers have come up with a great intelligent system that keeps the game moving at a brisk pace.

To gather intelligence, a trooper can ask a civilian for information by using an odds/evens roll. If his call is correct look at the number on the civilian's 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 he can make a roll on the Intelligence chart which you can 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.

(Note: The game master should add the actual numbers or vary the numbers as necessary.)

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 as you want just make sure you can roll all the numbers with a D12. You may want to mark each building with a number so they will be easy to find on the board.

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

Insurgents/civilians in buildings always get light cover (bad light and furniture)
Insurgents in prepared interior positions get medium cover as long as they do not move.
RPG's and grenades 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 buildings Insurgents and civilians only 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 of 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.

Stun grenades are used on a result of 1-4 coalition fires first.

2. First fire resolved, wounds rolled for and resolved, morale rolled for if applicable and resolved.
3. Enemy fire resolved as above.

End of Combat Phase

1. Roll inisitive 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

Points awarded for win in assault game.

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

Sniper Rules

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

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

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

In the Fire round the sniper fires first.

When the sniper fires 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 whose 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 8

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" 8 1" to 3" 6 3" to 6" 4

Demolition Pack

Penetration Value 25

Each pack must be assigned to a figure.

Figure moves to object to be destroyed on its black number

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

He moves away on his black number and the charge goes off at the end 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

Here we present the basic rules and you can also download the following scenarios:

Rescue Scenario, Oil Boom scenario and The Raid on Dimmetrus.

http://www.stanjohansenminiatures.com/jihad_opener.htm

We will be modifying and expanding the rules as time goes by, and we add new figures to the Jihad range of figures.

Play Testers: Mark Dawkins, Mitch Freedman, Angelo Giordano, Fred Manzo

Thank you to all the play testers for the hundreds of hours of play testing, discussion, and coming up with fresh ideas.

-Mike Vogell

Thanks to Phil Tortorici for editing these rules

Troop control sheet EXAMPLE and Blank

Faction: Iraqi Army



Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20)				V	
						Open	Lt	Med	Hvy	Hard	P
/	Lt MG	board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	7
/	AK47	board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	RPG	24"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-24")=1-4				2" Rad.		16
/	AK47	board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
/	AK47	board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
/	AK47	board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7

Name: Alfa
Troop Org.: Fire Team
Troop Type: Veteran
Move: 6" +D12"



To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-2
Aimed Fire*	+3
Scoped Weapon	+2* (net +5)

Notes
In Humvee
Officer

MORALE
Troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receive 2 Lt wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft attack insurgent troops.

Morale Result Table

Roll	Result
1-4:	This figure goes fanatic; it makes no morale rolls for rest of game and has no light wound penalty in melee.
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.

Faction:

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20)				V	
						Open	Lt	Med	Hvy	Hard	P
/											
/											
/											
/											
/											
/											

Name:
Troop Org.:
Troop Type:
Move:

To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-2
Aimed Fire*	+3
Scoped Weapon	+2* (net +5)

Notes

MORALE
Troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receive 2 Lt wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft attack insurgent troops.

Morale Result Table

Roll	Result
1-4:	This figure goes fanatic; it makes no morale rolls for rest of game and has no light wound penalty in melee.
5-13:	This figure has good morale
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